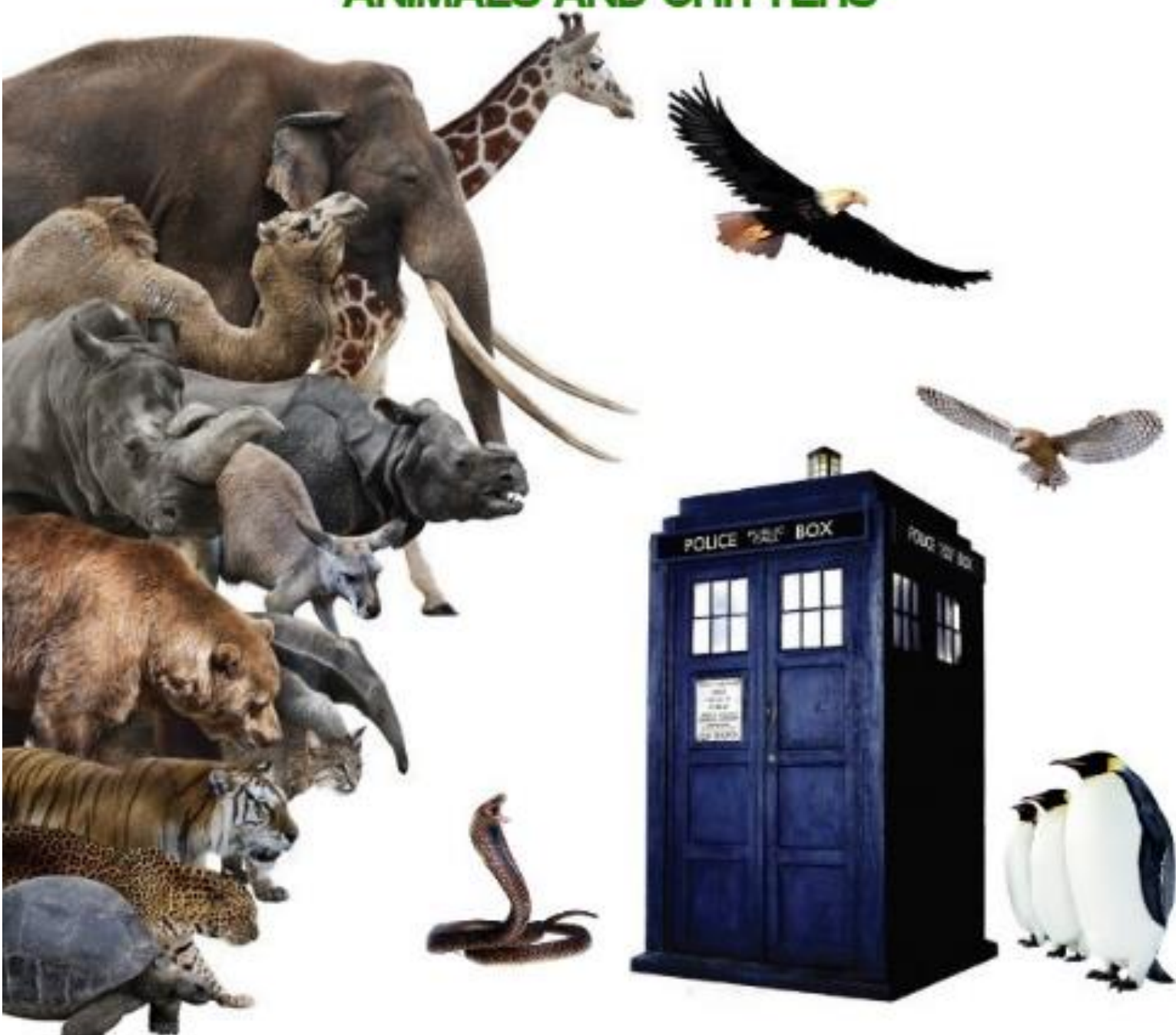


DOCTOR WHO

THE ROLEPLAYING GAME

ANIMALS AND CRITTERS



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*A jellyfish of the genus Chrysaora, commonly called sea nettles.
The sting of sea nettles can be extremely painful but is not usually
fatal to humans (therefore having the Poison trait at level 1 only).*

ANIMALS AND CRITTERS

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INTRODUCTION

Standard Earth animals are rarely front and centre in *Doctor Who*, but they have often had supporting roles. From Susan dodging alligators in the London sewers in *The Dalek Invasion of Earth* to Jamie being menaced by a bear in *The Ice Warriors*, and from the Doctor befriending horses in *The Girl in the Fireplace* and *A Town Called Mercy* to wolves and tigers on the loose in *In the Forest of the Night*, animals have added to many stories. But Cubicle 7 haven't published much in the way of stats for our feathered, furred and scaled friends, with the exception of those for dinosaurs and other prehistoric creatures in *The Silurian Age* (and in the *Primeval RPG*, though with a slightly different format for stats). Other games using the Vortex System have occasionally stepped into the breach, and the *Pulp Fantastic* rulebook in particular has a chapter on creating creatures and a section containing stats for several animals relevant to the pulp genre, including a number of cryptids, and is recommended reading.

In the absence of an official sourcebook devoted to animals, this volume provides a bestiary of standard Earth creatures for use in your *Doctor Who* RPG games. The stats are for the first edition but can easily be converted to second. The selection of creatures is by no means comprehensive but hopefully provides a wide enough range to cover most bases. Animals have been included where they are likely to be useful, interesting, iconic or particularly dangerous. As a result, most small creatures have been overlooked. A great many very small mammals, birds, reptiles, fish and amphibians, and the vast majority of insects and other invertebrates are missing from these pages. But the limited granularity of Vortex System stats at the very low end makes providing them for most small animals futile unless they have an unusual attack or defence mechanism which would benefit from being specified in game terms. Difficulty rolls assigned by the GM should suffice when dealing with tiny critters, but if anyone prefers stats here's a generic template.

GENERIC TINY CRITTER

AWARENESS	3	PRESENCE	1
COORDINATION	3	RESOLVE	1
INGENUITY	1	STRENGTH	*

*Automatically loses any contest of Strength against a larger creature. Alternatively, slightly bigger critters have Strength 1 instead.

SKILLS

Athletics 2, Fighting 1, Subterfuge 3, Survival 2

TRAITS

Size: Tiny (Major)

Add traits such as **Aquatic** for fish, **Climbing** for arboreal animals, **Flight** for birds, etc.

STORY POINTS: 0-1

I've tried to be consistent in relative terms with regard to things like Strength and Speed, but it's clearly difficult to determine whether a rhino is stronger than a killer whale, for example, and reports of the maximum sizes of some creatures are not always reliable. In addition, it's sometimes tricky to get a particularly fast animal's Speed close to correct (even using the Fast and Sprint traits) without giving it an unrealistically high Coordination. So total accuracy is not guaranteed! It's also worth noting that in cases of significant sexual dimorphism, I've tended towards basing stats on the larger of the genders. Despite these provisos, I hope you enjoy this sourcebook and that it may enhance your games in some small way.

SOME NOTES ON ANIMAL STATS

STRENGTH FOR VERY SMALL CREATURES

For very small animals, even Strength 1 is too high as it would still give them the possibility, albeit low, of winning a contest of Strength against a far larger creature or character. A mouse is never going to win against a human, and a butterfly will never win against a cat. So for tiny creatures such as these, Strength has instead been marked with an asterisk (*) and a comment added that they automatically lose any contest of Strength against a larger creature. Contests of Strength between two tiny creatures are left for the GM to adjudicate!

NATURAL WEAPON DAMAGE FOR VERY SMALL CREATURES

In a similar manner as Strength, it does not make sense for small animals to gain the usual +2 damage bonus if they have Natural Weapon (Minor) to represent tiny but very sharp teeth or claws. Therefore, some flexibility has been applied within this sourcebook, and some small animals only receive a +1 damage bonus, and some don't have Natural Weapon at all and just rely on their listed Strength with no damage bonus. In the case of those with Strength listed as *, they are incapable of harming larger creatures unless they have a trait that provides for this, such as a Natural Weapon or Poison.



SUBTERFUGE SKILL

Obviously an animal with the Subterfuge skill isn't going to be able to pick locks or crack open safes. Instead, it means that they have an aptitude for sneaking around and hiding.

BURROWING

Many animals can dig burrows or tunnel under fences given time. But even those with a

special knack for burrowing can rarely do so at the rate described in the Burrowing trait introduced in *Aliens and Creatures*, which allows a creature to move at half normal Speed underground. Animals with Burrowing will therefore usually require a few minutes to achieve useful results, rather than a few Rounds.



SWARM

The value of a Swarm depends on the number of individuals in it, which varies with each encounter. The stats of swarm creatures in this sourcebook therefore leave the value to be tailored by the GM. Remember though that swarms can be deadly, so be careful not to overdo it! See page 7 for more information on swarms.

SPEED

As with the rules for vehicles, I have assumed that Speed for animals is different for ground, water and air (as the size of an Area for chases differs between them). I've worked on the basis that an Area in water is half the size of that on land, and an Area for flight is two-thirds greater than on land, both of which I believe match the rules for vehicles.

I've also assumed that, when calculating Speed, adjustments for Size come before multipliers for Slow, Fast or Sprint.

NEW & ADDITIONAL ANIMAL TRAITS

The stats in this sourcebook use a number of traits which are either new or have been borrowed from other games which use the Vortex System. *Pulp Fantastic* deserves a special mention as several were first written for that game and reappear here, some in slightly revised form, with the kind permission of Chris Halliday.

Although stats for animals don't usually include the Alien trait (and I've followed this convention here), it's an unspoken rule that traits such of these would require it as a prerequisite. Therefore, if any of these traits are used to build costed characters, they should be classed as Alien Traits.

AMPHIBIOUS (Minor Good)

This creature is equally at home on land and in water. It has no penalty for moving in either, and it can breathe both air and water (but doesn't need to buy Environmental for this). This trait cannot be taken with Aquatic or Semi-Aquatic.



AQUATIC (Minor/Major Bad)

A creature with this trait lives in the water. On land, its Coordination is reduced to 1 at the Minor level or 0 at Major. It breathes either air or water, and it doesn't need to buy Environmental to be able to do either. If the creature is a water-breather, it may remain submerged indefinitely but it will begin to suffocate if removed from water. If it breathes air, it must resurface periodically or drown. This trait cannot be taken with Amphibious or Semi-Aquatic.

CAMOUFLAGE (Minor Good)

A creature with this trait has a +2 bonus to blend in and remain unnoticed while hiding and unmoving in its usual environment.

LEAP* (Minor Good)

***Can be purchased more than once**

A creature with this trait can leap great distances without the need of a run-up. This trait can be taken multiple times: the first time allows the creature to leap twice its own body length, and each additional time doubles that distance. When leaping, the creature must make a Difficulty 12 Coordination + Athletics roll to land and be able to act again in the same Round. If it fails this roll, it cannot act again until the following Round.

LURKER (Minor Good)

This creature is an ambush predator. If it succeeds in a contest of Coordination + Subterfuge against a target's Awareness + Survival, it gains a +2 bonus on its initial attack.

POISON (Special Good)

A creature with this trait is venomous or poisonous in some way. The venom or poison may be transmitted by an attack (in which case, it should be combined with a Natural Weapon such as a bite or sting), by touch, if eaten or perhaps even if inhaled. If it is part of Natural Weapon, a successful attack may need to do enough damage to break the skin (which usually ignores the Tough trait for such purposes), or it may merely need to contact bare flesh. Armour is normally hard enough to block the poison.

The cost of this trait depends on the strength of the poison according to the Poison Damage

Poison Damage Table

COST	DAMAGE	DIFFICULTY
1	4(2/4/6)	15
2	6(3/6/9)	21
3	8(4/8/12)	24



Table above. If a character takes damage from Poison, they must make a Resolve + Strength resistance roll as soon as infected by it, with Difficulty determined by the table.

The poison then automatically delivers 1 point of damage at an interval determined by the success or failure of the resistance roll, as listed in the Poison Resistance Table above, until the total damage has been taken. During this time, victims suffer pain, faintness, disorientation, hallucinations and other side effects depending on attributes affected, and incur the penalty listed in the Effect column on any rolls attempted. If they survive, it may take them some time to fully recover, even with hospital treatment!

Example: Rory is stung by a scorpion which has the 2 point version of Poison. The scorpion's attack roll has a Good result indicating 6 points of damage, but the poison doesn't do this immediately. Rory makes a resistance roll at Difficulty 21 (according to the Poison Damage Table) and the result is a Failure. Checking the Poison Resistance Table, this means that he takes 1 point of damage 1 minute after the sting and an additional point each minute thereafter until he has taken the full 6 points (unless he gets medical aid before then) and suffers a -4 penalty to all rolls until he has recovered.

SAVAGE ROAR/DISPLAY (Minor Good)

This creature has a fearsome roar or a threatening display which can intimidate a foe. Anyone hearing or seeing this must make a contest of Ingenuity + Resolve against the

Poison Resistance Table

RESULT	FREQUENCY	EFFECT
Fantastic	No damage	None
Good	30 minutes	Painful but no penalty
Success	10 minutes	-2 penalty
Failure	1 minute	-4 penalty
Bad	1 Round	Paralysis
Disastrous	Full damage immediately	Comatose (if not already dead!)

creature's Presence + Resolve or be frozen with fear in accordance with the standard rules on Getting Scared.

The creature doesn't need to have Fear Factor to buy Savage Roar/Display, but if it does, its usual bonus applies.



SEMI-AQUATIC (Minor Bad)

A creature with this trait spends time on land but is much more at home in the water. It isn't amphibious but it can usually remain underwater for extended periods. In the water, the creature's full Coordination applies; out of the water, it has -2 Coordination (minimum 1), including for calculations of Speed. This trait cannot be taken with Amphibious or Aquatic.

SPRINT (Minor/Major Good)

Some creatures can sprint for short periods at a Speed greater than their Coordination would normally allow, even with the Fast trait. A creature with Sprint (Minor) can move at double their calculated Speed (after Fast and Size, if applicable, have been applied) for a maximum number of Rounds equal to their Coordination; those with Sprint (Major) can move at triple their Speed for the same duration. After this, they must rest until

recovered. Sprint cannot be taken with Slow (but it can be taken with Fast for even greater speed).

SWINGER (Minor Good)

This creature is able to swing from branch to branch with ease at a Speed equal to its Coordination. It doesn't usually need to make a roll to succeed at this, but in cases where the GM rules a roll is needed, it has a +2 bonus.



TRAITS FROM THE SILURIAN AGE

The stats in this sourcebook also use a few traits which were introduced in *The Silurian Age*, which are summarised here for convenience – but please see the original text for full descriptions.

CHARGE (Special Good)

Prerequisites: Natural Weapon (Minor) and Trample

Creatures with this trait usually have horns, antlers, tusks or hardened skulls suited to ramming an opponent (purchased separately as a Natural Weapon). When running into combat, the creature may make a normal attack with its horns or similar. If successful against a smaller opponent, it may then make a second attempted attack to trample over it and inflict Strength damage. As Trample, it costs 1 Story Point to use Charge.

GRAB (Minor Good)

This creature can make a successful attack to grab hold of its prey. If successful, it holds its victim in place, requiring a contest of Strength + Athletics or Coordination + Subterfuge for the victim to break free.

SIZE: COLOSSAL {Special Good}

Colossal creatures have the following modifiers: +6 Strength, +3 Speed, +6 to be hit, +12 to be seen.

SWARM (Special Good)

In combat, a Swarm adds its value to its Coordination + Fighting for attacks. It makes one attack roll each Round and then, if successful, a number of hits equal to the Swarm's value (e.g. Swarm 3 makes 3 hits). Each hit inflicts normal damage for an individual creature in the swarm, and a Swarm can focus all hits on one opponent or divide them among multiple targets. Resistance rolls (such as dodges or parries) can be made, but the usual penalty for multiple reactions apply. Any Armour only applies against half the Swarm's attacks unless it's full-body armour. If a character is hit by 5 or more attacks in a Round, they are dead unless they spend Story Points to escape. Most attacks against a Swarm are ineffective, unless a flamethrower or other area-effect weapon is used.

TRAMPLE (Major Good)

Prerequisite: Size: Huge or Colossal

This creature inflicts Strength damage to any smaller creature it runs over. It can be dodged with a successful Coordination + Athletics roll. Trample costs the creature 1 Story Point to use.

AMPHIBIANS

The majority of **amphibians** would use the stats for a generic tiny critter (see page 3) with the addition of the **Amphibious** trait. But **poison dart frogs** are among the most venomous creatures in the world and so need special treatment. There are over 170 different species, all native to South America where indigenous people have used and continue to use their venom on the tips of blow-darts.

Poison dart frogs obtain their venom from the toxicity of the arthropods they eat, reusing it in their skin secretions so that they are poisonous to the touch, deterring predators. Although

they're frogs, they crawl rather than hop.

The **cane toad** is the largest true toad and was originally native to South and mainland Central America. It has since been introduced to various islands in the Caribbean and the Pacific, and to northern Australia, initially to control pests but it has itself become a pest.

Cane toads secrete a poison which is toxic if ingested and can even be dangerous if touched. Dogs are particularly susceptible. Because the poison is psychoactive, cane toads have been used for the practice of "toad licking" and for the extraction and smoking of the cane toad's excretions.

POISON DART FROG



AWARENESS	3	PRESENCE	1
COORDINATION	3	RESOLVE	1
INGENUITY	1	STRENGTH	*

*Automatically loses any contest of Strength against a larger creature

SKILLS

Athletics 2, Survival 3

TRAITS

Amphibious
Climbing (Major)
Poison 3
Size: Tiny (Major)

STORY POINTS: 0-1

CANE TOAD



AWARENESS	3	PRESENCE	1
COORDINATION	2	RESOLVE	1
INGENUITY	1	STRENGTH	1

SKILLS

Athletics 1, Survival 3

TRAITS

Amphibious
Poison – Poison 1 if touched (or licked!); Poison 2 if eaten
Size: Tiny (Major)

STORY POINTS: 0-1

ANTEATERS, AARDVARKS & PANGOLINS

Anteaters, aardvarks and **pangolins** aren't closely related, but they occupy very similar ecological niches in their respective territories.

The **giant anteater** is the largest species of anteater and is found in grasslands and forests in Central and South America, from Honduras to northern Argentina. It has powerful front legs and massive claws for digging burrows and breaking open concrete-hard termite mounds. Giant anteaters tend to be solitary creatures and normally wouldn't attack a human unless threatened. In the myths of the indigenous people of the Amazon Basin, it is a comical trickster figure.

GIANT ANTEATER



AWARENESS	3	PRESENCE	2
COORDINATION	3	RESOLVE	2
INGENUITY	1	STRENGTH	3

SKILLS

Athletics 3, Fighting 2, Subterfuge 1, Survival 4

TRAITS

Burrowing

Climbing (Minor)

Keen Senses (Minor) – Smell (+2 bonus)

Natural Weapon (Minor) – Powerful Claws:
Strength +4 damage

Sprint (Minor) – Can sprint at Speed 6 for a max of 3 Rounds

STORY POINTS: 2-4

AARDVARK



AWARENESS	3	PRESENCE	2
COORDINATION	3	RESOLVE	2
INGENUITY	1	STRENGTH	3

SKILLS

Athletics 3, Fighting 2, Subterfuge 1, Survival 4

TRAITS

Burrowing

Fast (Major) – Can run at Speed 6

Impaired Senses (Minor) – Vision (-2 penalty)

Keen Senses (Minor) – Hearing & smell (+2 bonus to both)

Natural Weapon (Minor) – Claws: Strength +2 damage

Tough

STORY POINTS: 1-3

Aardvarks are nocturnal creatures found throughout much of central and southern Africa. Like anteaters, they feed primarily on ants and termites and, though their claws aren't as prodigious as those of the giant anteater, they are still able to use them to dig into hardened earth, aided by the unusually compacted and shortened bones in their forelimbs. Aardvarks are characterised by their elongated, pig-like snouts and are protected by thick hides.

Most species of **pangolins** are found in Asia, with two in sub-Saharan Africa. Their most obvious feature is their flexible armour comprised of sharp-edged keratin scales which deter all but the most determined predators when they curl into a defensive ball.

The **Indian pangolin** is a typical medium-sized species and is native to the Indian subcontinent. Like anteaters and armadillos, it has powerful claws – as long as its forelimbs – with which to dig insects out of wood and mounds. The scales of the Indian pangolin make up to one third of the creature's total body mass.

**INDIAN PANGOLIN
(SCALY ANTEATER)**



AWARENESS	3	PRESENCE	2
COORDINATION	2	RESOLVE	2
INGENUITY	1	STRENGTH	1

SKILLS
Athletics 3, Fighting 2, Subterfuge 1, Survival 3

TRAITS
Armour (3 points) – Sharp edges also cause 1 damage to any attacker
Burrowing
Keen Senses (Minor) – Smell (+2 bonus)
Natural Weapon (Minor) – **Claws:** Strength +2 damage
Size: Tiny (Minor)

STORY POINTS: 1-3

Giant pangolins are the largest living species of pangolins. They live in equatorial Africa, ranging from West Africa to Uganda.

Like other pangolins, it is nocturnal and feeds on insects, primarily ants and termites, and is capable of breaking open their nests with its claws, helped by its weight as it leans on the mounds while resting on its powerful tail.

GIANT PANGOLIN

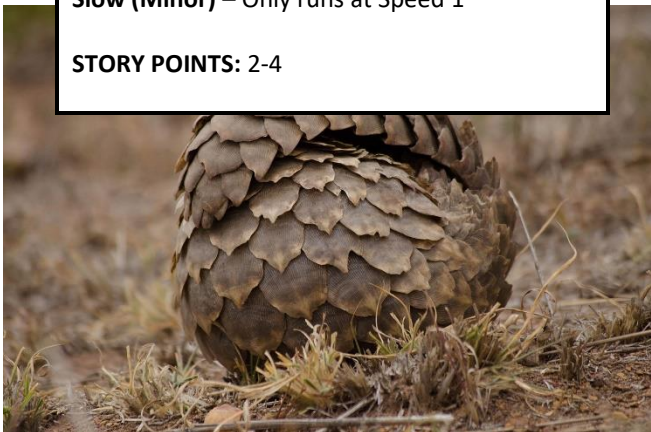


AWARENESS	2	PRESENCE	2
COORDINATION	2	RESOLVE	2
INGENUITY	1	STRENGTH	3

SKILLS
Athletics 3, Fighting 2, Subterfuge 1, Survival 3

TRAITS
Armour (3 points) – As Indian pangolin
Burrowing
Keen Senses (Minor) – Smell (+2 bonus)
Natural Weapon (Minor) – **Powerful Claws:**
 Strength +4 damage
Slow (Minor) – Only runs at Speed 1

STORY POINTS: 2-4



ANTELOPES & GAZELLES

There are almost over ninety species of **antelope** and **gazelles** (the latter being a genus of relatively small antelopes) which inhabit Africa, Asia and one small area of Eastern Europe. They range in size from the **royal antelope**, which stands only 25cm at the shoulder, to the **giant eland** at up to 181cm. Some species of antelope are scientifically classed as bovines, but in more general circles, they are usually considered to be separate.

Unlike deer antlers, which are regrown annually, antelope antlers grow steadily throughout an animal's life. If a horn is broken,

it either remains broken or takes years to regrow, even partially.

For the tiniest species, the horns are too small to be effective weapons and are only used by the bucks for sparring against each other. Instead, hiding or running away from threats is the better option. Even for larger species, their main defence is still to run away, and most species are very fast.

For medium-sized antelopes, such as **wildebeest**, horns become more effective, though running is often the preferred option. It's only really the largest species that will

TINY ANTELOPE/GAZELLE

e.g. royal antelope, Speke's gazelle



AWARENESS	4	PRESENCE	1
COORDINATION	5	RESOLVE	1
INGENUITY	1	STRENGTH	1

SKILLS

Athletics 5, Fighting 2, Subterfuge 4, Survival 4

TRAITS

Fast (Minor) – Can run at Speed 6

Keen Senses (Minor) – Vision (+2 bonus)

Leap – Can leap up to 2 metres

Size: Tiny (Minor)

Sprint (Minor) – Can sprint at Speed 12 for a maximum of 5 Rounds

STORY POINTS: 0-1

SMALL ANTELOPE/GAZELLE

e.g. springbok, dama gazelle



AWARENESS	4	PRESENCE	1
COORDINATION	5	RESOLVE	1
INGENUITY	1	STRENGTH	3

SKILLS

Athletics 5, Fighting 2, Subterfuge 1, Survival 4

TRAITS

Fast (Minor) – Can run at Speed 7

Keen Senses (Minor) – Vision (+2 bonus)

Leap x2 – Can leap up to 6 metres

Natural Weapon (Minor) – **Horns:** Strength +2 damage

Sprint (Minor) – Can sprint at Speed 14 for a maximum of 5 Rounds

STORY POINTS: 1-2

use their horns, combined with their size, as a viable defence.

Antelopes, especially the medium-sized ones, tend to gather in large herds, particularly around waterholes. They mix with different antelopes, as well as other species such as zebras and giraffes, the benefit being that some species see better or further, others have better hearing and others a better sense of smell, so the overall herd has a better chance of detecting predators earlier than a single species would.

MEDIUM ANTELOPE

e.g. lesser kudu, wildebeest



AWARENESS	4	PRESENCE	2
COORDINATION	4	RESOLVE	2
INGENUITY	1	STRENGTH	5

SKILLS

Athletics 4, Fighting 2, Subterfuge 1, Survival 4

TRAITS

Fast (Minor) – Can run at Speed 6

Keen Senses (Minor) – Most species have excellent vision (+2 bonus); some (such as wildebeest) have excellent hearing and smell instead (+2 bonus to both)

Leap x2 – Can jump up to 7 metres

Natural Weapon (Minor) – **Horns:** Strength +2 damage

Sprint (Minor) – Can sprint at Speed 12 for a maximum of 4 Rounds

STORY POINTS: 2-3

LARGE ANTELOPE

e.g. greater kudu, bongo, giant eland



AWARENESS	4	PRESENCE	3
COORDINATION	4	RESOLVE	2
INGENUITY	1	STRENGTH	6

SKILLS

Athletics 3, Fighting 3, Survival 4

TRAITS

Fast (Minor) – Can run at Speed 6

Keen Senses (Minor) – Most species have excellent vision and/or hearing (+2 bonus)

Leap – Can jump up to 5 metres

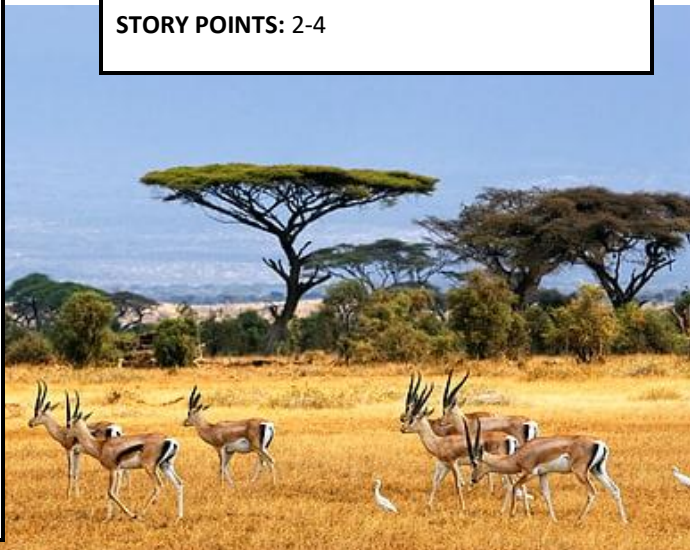
Natural Weapon (Minor) – **Horns:** Strength +2 damage

Size: Huge (Minor)

Sprint (Minor) – Can sprint at Speed 12 for a maximum of 4 Rounds

Trample

STORY POINTS: 2-4



ANTS, BEES & OTHER SOCIAL INSECTS

Among insects, it's the **ants**, **bees** and **wasps** which have the most highly ordered societies. At an individual level, stings from such insects are rarely fatal to humans, except in the case of an allergic reaction, though the pain of a sting from species such as the **bullet ant** or the **warrior wasp** may be overpoweringly painful and require hospital attention.

However, social insects are much more dangerous in swarms, when the sheer number

of stings can cause shock and cardiac arrest, even in larger animals such as horses. The stats provided here are for swarms of stinging or biting insects, but the level of the Swarm trait has been left for the GM to determine depending on what size of swarm they desire to present the players with. Be warned though that Swarm is a powerful trait so it's advisable to err on the side of caution with a low value rather than kill off a party inadvertently with a high one!

ANT/TERMITE SWARM



AWARENESS	2	PRESENCE	1
COORDINATION	2	RESOLVE	3
INGENUITY	1	STRENGTH	*

*Automatically loses any contest of Strength against a larger creature

SKILLS

Athletics 1, Fighting 2, Subterfuge 1, Survival 4

TRAITS

Alien Senses – Chemical scent & vibration sense

Burrowing

Climbing (Major)

Flight (Major) – If winged ants or termites

Natural Weapon (Minor) – **Multiple Bites or**

Stings: 1 point of damage (2+ points for species with more painful stings, such as **giant bull ants** or **bullet ants**)

Swarm – Value depends on size of swarm

STORY POINTS: 0-2

BEE/WASP/HORNET SWARM



AWARENESS	3	PRESENCE	1
COORDINATION	3	RESOLVE	3
INGENUITY	1	STRENGTH	*

*Automatically loses any contest of Strength against a larger creature

SKILLS

Athletics 1, Fighting 2, Survival 3

TRAITS

Alien Senses – Chemical scent & pheromones

Climbing (Major)

Flight (Major)

Natural Weapon (Minor) – **Multiple Stings:** 1 point of damage (2+ points for species with more painful stings, such as **warrior wasps** or **red paper wasps**)

Sense of Direction

Swarm – Value depends on size of swarm

STORY POINTS: 0-2

ARMADILLOS

Armadillos are found throughout South and Central America and as far north as Nebraska and Indiana.

The **nine-banded armadillo** is the most widespread species. It's one of the larger armadillos with a length of around one metre, including tail, and has the surprising ability to leap into the air if frightened. Like most armadillos, it's able to roll into a tight ball to

gain the protection of its keratin armour.

NINE-BANDED ARMADILLO



AWARENESS	3	PRESENCE	2
COORDINATION	3	RESOLVE	1
INGENUITY	1	STRENGTH	1

SKILLS

Athletics 1, Fighting 1, Subterfuge 2, Survival 4

TRAITS

Armour (2 points)

Burrowing

Environmental (Minor) – Can go without water for extended periods, and can hold its breath for up to six minutes

Fast (Major) – Can run at Speed 4

Impaired Senses (Minor) – Vision & hearing (-2 penalty for both)

Keen Senses (Minor) – Smell (+2 bonus)

Leap – Can leap 1.2 metres into the air

Size: Tiny (Major)

STORY POINTS: 1-2

GIANT ARMADILLO



AWARENESS	3	PRESENCE	2
COORDINATION	3	RESOLVE	2
INGENUITY	1	STRENGTH	2

SKILLS

Athletics 1, Fighting 1, Subterfuge 1, Survival 4

TRAITS

Armour (2 points)

Burrowing

Fast (Major) – Can run at Speed 5

Impaired Senses (Minor) – Vision & hearing (-2 penalty for both)

Keen Senses (Minor) – Smell (+2 bonus)

Size: Tiny (Minor)

STORY POINTS: 1-2

The **giant armadillo** is the largest species, growing to a length of 1.5 metres, including tail. Because of its size, it isn't able to roll into a ball and instead lies on the ground if threatened, keeping its vulnerable underside out of reach. The giant armadillo is found throughout much of northern South America, mainly in open terrain such as grassland.

Armadillos are one of the few animals known to contract leprosy and are often used in medical research into the disease.

BATS

Bats are found in all but the coldest areas of the world and, with over 1,400 classified species, make up around 20% of known mammal species. They are the only mammals capable of true and sustained flight, and many are more agile in the air than birds.

VAMPIRE BAT



AWARENESS	4	PRESENCE	1
COORDINATION	5	RESOLVE	1
INGENUITY	1	STRENGTH	*

*Automatically loses any contest of Strength against a larger creature

SKILLS
Athletics 5, Fighting 2, Subterfuge 5, Survival 3

TRAITS
Alien Senses – Vampire bats use thermo-sensation as well as echolocation
Flight (Major)
Infection – Bats often can carry diseases, including rabies
Sense of Direction
Size: Tiny (Major)
Special – Drink Blood: A vampire bat drinks the blood of sleeping or otherwise unaware creatures, requiring a contest of the bat's Coordination + Subterfuge against the creature's Awareness + Survival to land and anaesthetise the bite unnoticed; if successful, it can drink for up to 30 minutes but only does a maximum of 1 damage (if any)

STORY POINTS: 0-1

Most bats won't harm humans, but they can be carriers of diseases like rabies. The **vampire bat** has perhaps the most infamous reputation as it feeds solely on blood. Although it does occasionally feed on humans, the amount of blood lost is insignificant, and the main risk is of infection.

Most bat species are small, but **megabats** such as the **flying fox** have wingspans of up to 1.7 metres. Fortunately, they have a vegetarian diet, principally eating fruit or nectar.

FLYING FOX (FRUIT BAT)



AWARENESS	4	PRESENCE	2
COORDINATION	4	RESOLVE	2
INGENUITY	1	STRENGTH	1

SKILLS
Athletics 4, Fighting 2, Subterfuge 2, Survival 3

TRAITS
Alien Senses – Most species of megabat have good night vision instead of echolocation
Flight (Major)
Infection – Bats often can carry diseases, including rabies
Keen Senses (Minor) – Smell (+2 bonus)
Natural Weapon (Minor) – Bite: Strength +1 damage

STORY POINTS: 1-2

BEARS

Bears are widespread across the northern hemisphere and in South America.

The **black bear** stats represent both **Asian** and **American species**, though the Asian black bear is slightly smaller than its American cousin. The Asian black bear is notable for being able to walk on its hind legs for distances of several hundred metres. Both species are adept at climbing and do so in search of food or to escape danger.

BLACK BEAR



AWARENESS	4	PRESENCE	4
COORDINATION	3	RESOLVE	2
INGENUITY	1	STRENGTH	6

SKILLS

Athletics 3, Fighting 3, Subterfuge 2, Survival 4

TRAITS

Climbing (Minor)

Fast (Major) – Can run at Speed 6

Keen Senses (Minor) – Hearing & smell (+2 bonus to both)

Natural Weapon (Minor) – **Massive Claws & Teeth:** Strength +2 damage

Savage Roar

Tough

STORY POINTS: 2-4

BROWN BEAR (GRIZZLY BEAR)



AWARENESS	4	PRESENCE	4
COORDINATION	3	RESOLVE	3
INGENUITY	1	STRENGTH	7

SKILLS

Athletics 3, Fighting 3, Subterfuge 2, Survival 4

TRAITS

Fast (Minor) – Can run at Speed 6

Keen Senses (Minor) – Hearing & smell (+2 bonus to both)

Natural Weapon (Minor) – **Massive Claws & Teeth:** Strength +2 damage

Savage Roar

Size: Huge (Minor)

Sprint (Minor) – Can sprint at Speed 12 for a max of 3 Rounds

Tough

STORY POINTS: 2-4

The **Kodiak bear** is another subspecies of brown bear, one whose range is limited to the islands of the Kodiak Archipelago off Alaska. They are an example of island gigantism, and males can grow to up to 680kg at peak times (though their average is around 500kg). In size, the largest rival **polar bears** and tend to be bulkier, whereas polar bears are rangier in build (particularly after the privations of winter).

The **polar bear** is the largest species of bear

KODIAK BEAR



AWARENESS	4	PRESENCE	5
COORDINATION	3	RESOLVE	4
INGENUITY	1	STRENGTH	8

SKILLS
Athletics 3, Fighting 3, Subterfuge 2, Survival 4

TRAITS
Fast (Minor) – Can run at Speed 6
Keen Senses (Minor) – Hearing & smell (+2 bonus to both)
Natural Weapon (Minor) – Massive Claws & Teeth: Strength +2 damage
Savage Roar
Size: Huge (Minor)
Sprint (Minor) – Can sprint at Speed 12 for a max of 3 Rounds
Tough

STORY POINTS: 3-5

POLAR BEAR



AWARENESS	4	PRESENCE	5
COORDINATION	3	RESOLVE	5
INGENUITY	1	STRENGTH	9

SKILLS
Athletics 3, Fighting 4, Subterfuge 3, Survival 4

TRAITS
Camouflage
Fast (Minor) – Can run at Speed 6
Keen Senses (Minor) – Hearing & smell (+2 bonus to both)
Natural Weapon (Minor) – Massive Claws & Teeth: Strength +2 damage
Savage Roar
Size: Huge (Minor)
Tough

STORY POINTS: 3-5

and the largest extant land carnivore. They are the only bears with an almost entirely carnivorous diet, and adult males can weigh up to 800kg, sometimes more. Although usually thought of as highly aggressive towards humans, they are actually no more so than any other species of bear. Most attacks are by hungry males attracted to the smell of human food.

Polar bears are adept swimmers. Their main prey are seals, which they can pursue across the ice or wait by breathing holes or at an ice edge for them to swim by.

SUN BEAR



AWARENESS	3	PRESENCE	2
COORDINATION	4	RESOLVE	2
INGENUITY	1	STRENGTH	3

SKILLS

Athletics 3, Fighting 2, Subterfuge 2, Survival 4

TRAITS

Climbing (Minor)

Fast (Major) – Can run at Speed 8

Keen Senses (Minor) – Hearing & smell (+2 bonus to both)

Natural Weapon (Minor) – Claws & Teeth:
Strength +2 damage

Tough

STORY POINTS: 1-3

The **sun bear** is the smallest bear species and is found in the tropical forests of Southeast Asia. It is also the most arboreal bear and is an excellent climber, usually sleeping in trees.

Sun bears stand 70cm at the shoulder and weigh up to 65kg. Their fur is generally jet black but with some variations, and their name derives from their distinctive pale chest patch. Sun bears are omnivorous, their diet including fruit, seeds, honey, insects, eggs and small birds and animals. They rarely attack humans.

Recent research has shown that sun bears mimic each other's facial expressions to aid communication.

GIANT PANDA



AWARENESS	3	PRESENCE	3
COORDINATION	3	RESOLVE	2
INGENUITY	1	STRENGTH	4

SKILLS

Athletics 2, Fighting 2, Subterfuge 2, Survival 3

TRAITS

Climbing (Minor)

Environmental (Minor) – Has a high resistance to cyanide

Impaired Senses (Minor) – Vision (-2 penalty)
Keen Senses (Minor) – Hearing & smell (+2 bonus to both)

Natural Weapon (Minor) – Claws & Teeth:
Strength +2 damage

Sprint (Minor) – Can run at Speed 6 for a max of 3 Rounds

Tough

STORY POINTS: 2-4

BIRDS OF PREY

Birds of prey (raptors) are defined as carnivorous birds which seize and kill their prey with “raptorial” talons, though they also include carrion-eaters such as **vultures**, and birds which feed primarily on fish or insects, such as **ospreys** and **hobbies** respectively. But they don’t include carnivorous birds without raptors’ talons, such as storks, gulls or kingfishers.

Small raptors include the smaller species of **hawks** and **falcons**, such as **hobbies**, **merlins** and **kestrels**. They are very agile in the air and, like all birds of prey, have excellent eyesight,

including binocular telescopic vision.

Separate stats for the **peregrine falcon** are provided because of its remarkable ability to reach speeds in excess of 300 km/h in its hunting dive, making it the fastest animal on Earth. Although their natural habitat is in mountains and river valleys, peregrines are increasingly found living in cities, where they roost at the tops of church spires or tower blocks and prey on feral pigeons.

SMALL RAPTOR

e.g. kestrel, sparrowhawk, hen harrier



AWARENESS	5	PRESENCE	1
COORDINATION	5	RESOLVE	2
INGENUITY	1	STRENGTH	1

SKILLS
Athletics 5, Fighting 4, Subterfuge 2, Survival 4

TRAITS
Alien Senses – Binocular telescopic vision
Flight (Major)
Keen Senses (Minor) – Vision (+2 bonus)
Natural Weapon (Minor) – Talons & Beak:
 Strength +1 damage
Size: Tiny (Major)

STORY POINTS: 1-2

PEREGRINE FALCON



AWARENESS	5	PRESENCE	1
COORDINATION	5	RESOLVE	2
INGENUITY	1	STRENGTH	1

SKILLS
Athletics 5, Fighting 4, Subterfuge 3, Survival 4

TRAITS
Alien Senses – Binocular telescopic vision
Flight (Major)
Keen Senses (Minor) – Vision (+2 bonus)
Natural Weapon (Minor) – Talons & Beak:
 Strength +1 damage, Strength +2 if from a dive at high speed
Size: Tiny (Major)
Sprint (Major) – In a dive, a peregrine can reach an amazing Speed 42 for a max of 5 Rounds (limited by the dive length)

STORY POINTS: 1-2

Large raptors include most **eagles**, the larger **hawks** and **falcons**, and birds such as **kites**, **ospreys** and **buzzards**. Being larger, these raptors are less nimble than their smaller cousins, but they can be a majestic sight when seen soaring high in the air.

Vultures and **condors** are scavengers which take advantage of the kills of other animals. Because of their habit of eating rotting meat, they have built up a resistance to bacteria and disease, up to and including anthrax and rabies, both of which are killed by their strong stomach acid.

LARGE RAPTOR

e.g. golden eagle, harpy eagle, osprey



AWARENESS	5	PRESENCE	2
COORDINATION	4	RESOLVE	2
INGENUITY	1	STRENGTH	1

SKILLS

Athletics 4, Fighting 4, Subterfuge 1, Survival 4

TRAITS

Alien Senses – Binocular telescopic vision

Flight (Major)

Keen Senses (Minor) – Vision (+2 bonus)

Natural Weapon (Minor) – Talons & Beak:

Strength +2 damage

Size: Tiny (Minor)

STORY POINTS: 1-3

VULTURE/CONDOR

e.g. Cape vulture, Andean condor



AWARENESS	5	PRESENCE	2
COORDINATION	4	RESOLVE	2
INGENUITY	1	STRENGTH	2

SKILLS

Athletics 3, Fighting 3, Subterfuge 1, Survival 4

TRAITS

Alien Senses – Binocular telescopic vision

Immunity – Resistant to disease and infection, even anthrax and rabies

Flight (Major)

Keen Senses (Minor) – Vision (+2 bonus)

Natural Weapon (Minor) – Talons & Beak:

Strength +2 damage

STORY POINTS: 1-3



SMALL OWL

e.g. pygmy owls, little owl



AWARENESS	5	PRESENCE	1
COORDINATION	4	RESOLVE	2
INGENUITY	1	STRENGTH	1

SKILLS

Athletics 5, Fighting 4, Subterfuge 5, Survival 4

TRAITS

Alien Senses – Binaural hearing, binocular vision

Flight (Major)

Keen Senses (Minor) – Vision (+2 bonus)

Natural Weapon (Minor) – Talons & Beak:
Strength +1 damage

Size: Tiny (Major)

STORY POINTS: 1-2

LARGE OWL

e.g. snowy owl, Eurasian eagle owl



AWARENESS	5	PRESENCE	2
COORDINATION	4	RESOLVE	2
INGENUITY	1	STRENGTH	1

SKILLS

Athletics 4, Fighting 4, Subterfuge 5, Survival 4

TRAITS

Alien Senses – Binaural hearing, binocular vision

Flight (Major)

Keen Senses (Minor) – Vision (+2 bonus)

Natural Weapon (Minor) – Talons & Beak:
Strength +2 damage

Size: Tiny (Minor)

STORY POINTS: 1-3

Whether **owls** are strictly considered birds of prey is a little contentious, as they're not closely related to other raptors. Nevertheless, they're included here.

Small owls include species such as the **barn owl** and **tawny owl**. The stats can also be used for **frogmouths**, a group of nocturnal birds found in Australasia and Southeast Asia which aren't related to owls (and aren't classed as raptors as they take their prey in their mouths) but which closely resemble them in appearance and behaviour.

Large owls include the **Eurasian eagle owl**, the **great grey owl** and, largest of all, **Blakiston's fish owl**, a rare species found in the Far East.

All owls have excellent vision and binaural hearing allowing them to pinpoint their prey by sound alone. Owls' feathers have evolved so that they fly almost silently. Most species feed on small prey such as mice, but some primarily feed on fish and other aquatic species.

BOVINES

The scientific term “bovidae” includes some species of antelope, but this section covers only the term’s more usual scope of **wild** and **domestic cattle** and **bison**.

BULL



AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	1	STRENGTH	9

SKILLS
Athletics 2, Fighting 3, Survival 2

TRAITS
Charge
Fast (Minor) – Can run at Speed 5
Natural Weapon (Minor) – Horns: Strength +2 damage
Size: Huge (Minor)
Tough
Trample

STORY POINTS: 2-4

The stats for a bull cover males of all domesticated or human-reared cattle, from **farm breeds** to **Spanish fighting bulls** to **zebu**. They are large animals with an unpredictable temperament, and the fighting bull has been bred to enhance its aggression.

Oxen, castrated adult males, are more docile but significantly smaller (having Strength 7).

The wild ancestors of the modern **water buffalo** originated in India and Southeast Asia. Today, the domesticated breed is also found in Italy and the Balkans, the Americas, Australia and some African countries. There are also feral herds in parts of Australasia and northern South America.

Two types of water buffalo are recognised: **river** and **swamp buffaloes**. Both require regular access to water, which makes them ideal for tilling rice fields. Buffalo milk is richer in fat and protein than dairy cattle and is used for the production of mozzarella cheese in Italy and other countries.

WATER BUFFALO



AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	3
INGENUITY	1	STRENGTH	8

SKILLS
Athletics 2, Fighting 3, Survival 2

TRAITS
Charge
Fast (Major) – Can run at Speed 7
Natural Weapon (Minor) – Horns: Strength +2 damage
Size: Huge (Minor)
Tough
Trample

STORY POINTS: 2-4

Domesticated yaks are characterised by their long hair and found in the Himalayas from northern India to Tibet, and as far north as Mongolia and Siberia. **Wild yaks** are substantially larger, with bulls weighing up to a tonne (and having a Strength of 10). Yaks are well adapted for high altitudes and cold, but suffer at low altitudes and are prone to heat exhaustion in temperatures above 15°C. Yak racing is a popular sport in Tibet, and “yak skiing” (!) is available in parts of South Asia.

DOMESTICATED YAK



AWARENESS	3	PRESENCE	3
COORDINATION	3	RESOLVE	3
INGENUITY	1	STRENGTH	8

SKILLS
Athletics 2, Fighting 3, Survival 4

TRAITS
Charge
Environmental (Minor) – Adapted for the cold and for high altitudes
Fast (Minor) – Can run at Speed 5
Natural Weapon (Minor) – Horns: Strength +2 damage
Size: Huge (Minor)
Tough
Trample
Weakness (Minor) – Low Altitudes/Heat: Has a -2 penalty to all rolls when at low altitudes or in temperatures above 15°C

STORY POINTS: 2-4

Historically, **muskox** roamed across the Arctic regions of North America and Eurasia but later became restricted to Greenland and the Canadian Arctic of the Northwest Territories and Nunavut. They’ve since been reintroduced to Alaska, Yukon, Siberia and Norway, with some having subsequently migrated to central Sweden. Muskox have a thick, shaggy coat, and the bulls emit a strong, musky odour during the seasonal rut, hence their name.

Attempts have been made to domesticate muskox, primarily for their wool, with mixed results.

MUSKOX



AWARENESS	3	PRESENCE	3
COORDINATION	4	RESOLVE	3
INGENUITY	1	STRENGTH	7

SKILLS
Athletics 2, Fighting 3, Survival 4

TRAITS
Charge
Environmental (Minor) – Adapted for Arctic conditions
Fast (Major) – Can run at Speed 9
Natural Weapon (Minor) – Horns: Strength +2 damage
Size: Huge (Minor)
Tough
Trample

STORY POINTS: 2-4

Cape buffaloes are the largest of the five subspecies of **African buffalo** and live in eastern and southern Africa. They are one of the “Big Five” game animals which are popular targets for hunters and for safari tourists.

Buffaloes from the south of the continent are the largest and most ferocious, and are capable of killing a lion. They are highly protective of the herd and are regarded as very dangerous animals. Despite this, lions, African wild dogs, hyenas and Nile crocodiles prey on Cape buffaloes, particularly on the young or injured or weak adults.

The **American bison** was once found in vast numbers across the so-called great bison belt that stretched from Alaska to the Gulf of Mexico, and east to the Atlantic coast from New York down perhaps as far south as northern Florida. Today, the bison population is around 500,000 individuals, over 95% of which are in commercial herds, with only the remainder regarded as being wild. There are two recognised subspecies of American bison, the **plains bison** and the **wood bison**. The latter is the larger of the two (but not enough to justify different stats) and has a larger, squarer shoulder hump.

CAPE BUFFALO



AWARENESS	4	PRESENCE	5
COORDINATION	4	RESOLVE	4
INGENUITY	1	STRENGTH	9

SKILLS

Athletics 3, Fighting 3, Survival 4

TRAITS

Charge

Fast (Major) – Can run at Speed 9

Natural Weapon (Minor) – **Horns:** Strength +2 damage

Size: Huge (Minor)

Tough

Trample

STORY POINTS: 3-5

AMERICAN BISON



AWARENESS	4	PRESENCE	5
COORDINATION	4	RESOLVE	4
INGENUITY	1	STRENGTH	10

SKILLS

Athletics 3, Fighting 3, Survival 3

TRAITS

Charge

Environmental (Minor) – Insulated from the cold

Fast (Major) – Can run at Speed 9

Natural Weapon (Minor) – **Horns:** Strength +2 damage

Size: Huge (Minor)

Tough

Trample

STORY POINTS: 3-5

CAMELIDS

There are three extant species of **camels** and four species of **lamas**. All but one of these, the **alpacas**, can go without water for long periods. The most well-known camel is perhaps the **dromedary**, distinguished by its single hump. The dromedary is now almost entirely a domesticated animal, its wild ancestors having been extinct for two thousand years, and is found through the hot, arid regions of northern Africa, the Middle East, India and Pakistan. There is also a feral population of dromedaries in Australia, along with a few feral **Bactrian camels**. Dromedaries have a strong homing instinct. They can be led across the trackless desert and will return home unaided, a feat

taken advantage of by drug traffickers in the Sahara.

DROMEDARY



AWARENESS	3	PRESENCE	3
COORDINATION	3	RESOLVE	3
INGENUITY	1	STRENGTH	7

SKILLS

Athletics 2, Fighting 2, Survival 3

TRAITS

Environmental (Minor) – Can go without water for over a week

Fast (Major) – Can run at Speed 8

Sense of Direction

Size: Huge (Minor)

STORY POINTS: 1-3

BACTRIAN CAMEL



AWARENESS	3	PRESENCE	3
COORDINATION	3	RESOLVE	3
INGENUITY	1	STRENGTH	7

SKILLS

Athletics 2, Fighting 2, Survival 4

TRAITS

Environmental (Minor) – Can go without water for months; can also withstand extremes of temperature

Fast (Major) – Can run at Speed 8

Size: Huge (Minor)

STORY POINTS: 2-4

The domesticated two-humped Bactrian camel is a little larger than the dromedary. It's native to the steppes of central Asia and has evolved to be resistant to the cold, high altitudes and lack of water, features which made it a useful beast of burden for the caravans of the old Silk Road. **Wild Bactrian camels** are considered a separate species and are slightly smaller, with more spindly legs and smaller humps (and having a Strength of 6), and can't go without water for as long as their domesticated cousins. Wild Bactrians are found only in small areas of China and Mongolia.

The four species of llamas are all endemic to South America. Two are wild and two are domesticated. The **guanaco** is the larger of the two wild species. It inhabits the steppes, scrublands and mountains of several countries from Peru and Bolivia down to the Patagonian regions of Argentina and Chile as far south as Tierra del Fuego. Some even live in the Atacama Desert, where the lack of rainfall for hundreds of years means that they survive by eating cactus flowers and lichens on which water droplets caused by coastal fog have formed. The guanaco was domesticated by the indigenous people of Mocha Island off Chile to produce a species called the **chilihueque**. But it disappeared in the 17th century when it was replaced by sheep and draught animals brought to South America by European settlers.

The guanaco are considered to be the parent species of the **llama**, which has been kept for meat and wool and as a pack animal since the pre-Columbian era. However, modern genetic research has shown that there has been considerable cross-hybridisation with the **alpaca**, whose parent species is the **vicuña**. As well as still being reared for their wool and as beasts of burden, llamas are used as livestock guards for smaller domesticated animals such as sheep, goats and poultry. This practice is particularly popular in the western United States, where they have proved to be effective in guarding livestock against coyotes and similar predators. Llamas are also used as therapy animals in nursing homes and hospitals in the States. In addition, they possess antibodies suited to treat certain diseases, including coronaviruses.

GUANACO



AWARENESS	3	PRESENCE	2
COORDINATION	3	RESOLVE	2
INGENUITY	1	STRENGTH	4

SKILLS

Athletics 2, Fighting 2, Survival 4

TRAITS

Environmental (Minor) – Can go without water for several days

Fast (Major) – Can run at Speed 6

STORY POINTS: 1-3

LLAMA



AWARENESS	3	PRESENCE	3
COORDINATION	3	RESOLVE	3
INGENUITY	1	STRENGTH	4

SKILLS

Athletics 2, Fighting 2, Survival 2

TRAITS

Environmental (Minor) – Can go without water for several days

Fast (Major) – Can run at Speed 6

STORY POINTS: 1-3

The **vicuña** is the second species of wild llamas present in South America. Vicuñas are smaller and more gracile than guanacos, and live in the high alpine regions of Chile, Bolivia and Peru.

Vicuñas were prized by the Incas for their very fine wool, which is still valued today. But as the animals have to be caught from the wild and can only be shorn once every three years, the wool is very expensive.

Vicuñas are the wild ancestor of the **alpacas**, which were originally kept in herds on the level heights of the Andes, but which can now be found worldwide and are bred for their wool. Unlike all other members of the camel family, alpacas require regular access to drinking water.

VICUÑA



AWARENESS	3	PRESENCE	1
COORDINATION	4	RESOLVE	2
INGENUITY	1	STRENGTH	2

SKILLS

Athletics 3, Fighting 2, Survival 4

TRAITS

Climbing (Minor)

Environmental (Minor) – Can go without water for several days

Fast (Major) – Can run at Speed 8

STORY POINTS: 1-3

ALPACA



AWARENESS	3	PRESENCE	2
COORDINATION	3	RESOLVE	2
INGENUITY	1	STRENGTH	3

SKILLS

Athletics 2, Fighting 2, Survival 2

TRAITS

Fast (Major) – Can run at Speed 6

STORY POINTS: 1-2



CANINES

Domestic dogs come in all shapes and sizes, with around 450 recognised breeds. Natural selection has been replaced with breeding for characteristics desired by humans, whether functional or aesthetic. From the tiny **Pomeranian**, some of which stand at only 20cm at the shoulders, to the **Great Dane**, one of which holds the title of the tallest dog on record at 111.8cm, there are an enormous variety of dogs.

Some breeds have higher attributes or additional traits to those listed, representing the specific abilities which have been bred into them. For example, **greyhounds** have Coordination 5 to enable them to run at Speed 10 (plus Athletics 5 to boost it even further), and **bloodhounds** have a version of Keen Senses (Major) that provides a +4 bonus on rolls involving their sense of smell, instead of the usual +2 for all senses.

SMALL DOG

e.g. Jack Russell, toy poodle, Shih Tzu



AWARENESS	5	PRESENCE	2
COORDINATION	3	RESOLVE	3
INGENUITY	1	STRENGTH	1

SKILLS

Athletics 2, Fighting 1, Survival 1

TRAITS

Alien Senses – Tracking scent & ultrasonic hearing

Fast (Major) – Depending on the breed, can run at Speed 4

Keen Senses (Minor) - Smell

Size: Tiny (Major)

STORY POINTS: 1-2

MEDIUM DOG

e.g. Labrador, border collie, beagle



AWARENESS	5	PRESENCE	2
COORDINATION	3	RESOLVE	3
INGENUITY	1	STRENGTH	2

SKILLS

Athletics 3, Fighting 2, Survival 1

TRAITS

Alien Senses – Tracking scent & ultrasonic hearing

Fast (Major) – Depending on the breed, can run at Speed 5

Keen Senses (Minor) – Smell

Natural Weapon (Minor) – Bite: Strength +1 damage

Size: Tiny (Minor)

STORY POINTS: 1-3



LARGE DOG

e.g. Great Dane, wolfhound, St Bernard



AWARENESS	5	PRESENCE	2
COORDINATION	3	RESOLVE	3
INGENUITY	1	STRENGTH	3

SKILLS

Athletics 3, Fighting 2, Survival 1

TRAITS

Alien Senses – Tracking scent & ultrasonic hearing

Fast (Minor) – Depending on the breed, can run at Speed 4

Keen Senses (Minor) - Smell

Natural Weapon (Minor) – Bite: Strength +2 damage

STORY POINTS: 1-3



Species of **wild dogs** are found on all continents except for Antarctica. For example, Europe has the **raccoon dog**, Africa has the **painted dog** (or **African wild dog**) and the **bush dog**, Asia has the **dhole**, the Americas have several unique species of **fox**, and Australia has the **dingo**.

Most wild dogs are pack animals, while foxes tend to be solitary. Those which hunt in packs are capable of taking prey much larger than themselves, but wild dogs are also opportunistic scavengers.

WILD DOG

e.g. African painted dog, dingo, dhole



AWARENESS	5	PRESENCE	2
COORDINATION	3	RESOLVE	3
INGENUITY	1	STRENGTH	2

SKILLS

Athletics 3, Fighting 4, Subterfuge 2, Survival 4

TRAITS

Alien Senses – Tracking scent & ultrasonic hearing

Fast (Major) – Can run at Speed 6

Keen Senses (Minor) – Smell & hearing

Natural Weapon (Minor) – Bite: Strength +2 damage

Sprint (Minor) – Can sprint at Speed 12 for a max of 3 Rounds

STORY POINTS: 1-3

The **coyote** of North America and the various **jackals** of Africa, southeast Europe, the Middle East and southern Asia are similar in size, appearance and habits. They have omnivorous diets and are expert scavengers but also hunt small to medium sized prey. Both coyotes and jackals tend to live in small family units, but both will occasionally form temporary packs with other individuals or families to work together and bring down larger prey.

Coyotes are depicted as tricksters and skin-walkers in the folktales of many indigenous Americans, while jackals are seen as wily and wise or as clever sorcerers in their local myths.

The **grey wolf** is the largest living wild canine and is found across Europe, Asia, the Middle East and northern North America, including well into the Arctic regions. There are thirty-eight recognised subspecies, including domestic dogs, dingoes and numerous other wolves. The grey wolf is the most sophisticated of the canine species in terms of working together. They are usually found in packs formed from family units, and lone wolves only remain so until they find or create a new pack. Despite their reputation, wolf attacks on humans are rare as they have learned to fear people.

COYOTE/JACKAL



AWARENESS	5	PRESENCE	2
COORDINATION	3	RESOLVE	3
INGENUITY	1	STRENGTH	2

SKILLS

Athletics 3, Fighting 3, Subterfuge 3, Survival 4

TRAITS

Alien Senses – Tracking scent & ultrasonic hearing

Fast (Major) – Can run at Speed 6

Keen Senses (Minor) – Smell

Natural Weapon (Minor) – **Bite:** Strength +2 damage

Size: Tiny (Minor)

Sprint (Minor) – Can sprint at Speed 12 for a max of 3 Rounds

STORY POINTS: 1-3

GREY WOLF



AWARENESS	5	PRESENCE	3
COORDINATION	3	RESOLVE	3
INGENUITY	1	STRENGTH	3

SKILLS

Athletics 4, Fighting 4, Subterfuge 3, Survival 4

TRAITS

Alien Senses – Tracking scent & ultrasonic hearing

Fast (Major) – Can run at Speed 6

Keen Senses (Minor) – Smell

Natural Weapon (Minor) – **Bite:** Strength +2 damage

Sprint (Minor) – Can sprint at Speed 12 for a max of 3 Rounds

Tough

STORY POINTS: 2-4

Of the foxes, the **red fox** is the largest species and is found across North America, Asia and the Middle East, and Africa north of the Sahara. It was also introduced into Australia in the 1830s by English settlers who wanted to continue the tradition of fox hunting. Since then, the red fox has been responsible for the extinction or decline of numerous native Australian species and is considered an invasive pest.

Red foxes have a mixed history with humans. In some cultures, they have been venerated, in others persecuted or hunted for their fur. They are often thought of as being sly and cunning.

RED FOX



AWARENESS	5	PRESENCE	2
COORDINATION	4	RESOLVE	2
INGENUITY	1	STRENGTH	1

SKILLS
Athletics 4, Fighting 2, Subterfuge 4, Survival 4

TRAITS
Alien Senses – Tracking scent
Keen Senses (Minor) – Smell & hearing
Natural Weapon (Minor) – Bite: Strength +1 damage
Size: Tiny (Minor)
Sprint (Minor) – Can sprint at Speed 7 for a max of 4 Rounds

STORY POINTS: 1-3

The **Arctic fox** is a small fox which inhabits the Arctic tundra regions of North America, Europe and Asia. It is well adapted for a cold environment, having thick fur and a dense undercoat. But although it is usually thought of as being white, there are actually two distinct colour morphs: white and blue (though 99% have the white morph). Even the white is only seasonal, turning brown and grey for the summer. The fur of the blue morph is dark blue, brown or grey all year round.

ARCTIC FOX



AWARENESS	5	PRESENCE	1
COORDINATION	4	RESOLVE	2
INGENUITY	1	STRENGTH	1

SKILLS
Athletics 4, Fighting 2, Subterfuge 4, Survival 4

TRAITS
Alien Senses – Tracking scent
Camouflage – White morph in winter only
Environmental (Major) – Adapted for Arctic conditions
Keen Senses (Minor) – Smell & hearing
Natural Weapon (Minor) – Bite: Strength +1 damage
Size: Tiny (Major)
Sprint (Major) – Can sprint at Speed 6 for a max of 4 Rounds

STORY POINTS: 1-3

CEPHALOPODS

COMMON OCTOPUS



AWARENESS	3	PRESENCE	1
COORDINATION	4	RESOLVE	2
INGENUITY	1	STRENGTH	2

SKILLS

Athletics 4, Fighting 4, Subterfuge 3, Survival 3

TRAITS

Additional Limbs x2 – Gains 2 additional actions per Round using its tentacles

Aquatic (Minor) – Coordination 1 out of water

Camouflage – Colour-changing

Grab

Lurker

Natural Weapon (Minor) – Beak: Automatically does Strength +2 damage against grabbed opponents

Special – Ink Cloud: Can release a cloud of ink to obscure the water and escape

Sprint (Minor) – Can “jet” away from danger at Speed 8 for a max of 4 Rounds

STORY POINTS: 2-4

With its mantle growing to up to 25cm and tentacles up to a metre long, the **common octopus** isn't the largest, but its stats can be scaled up (or down) for other octopus species.

The **blue-ringed octopus** is much smaller and, although normally docile, is very dangerous as

BLUE-RINGED OCTOPUS



AWARENESS	3	PRESENCE	1
COORDINATION	4	RESOLVE	1
INGENUITY	1	STRENGTH	1

SKILLS

Athletics 4, Fighting 3, Subterfuge 4, Survival 3

TRAITS

Additional Limbs x2 – Gains 2 additional actions per Round using its tentacles

Aquatic (Minor) – Coordination 1 out of water

Camouflage – Until agitated!

Grab

Lurker

Poison 3 – Delivered by biting a grabbed opponent

Size: Tiny (Major)

Special – Ink Cloud: Can release a cloud of ink to obscure the water and escape

Sprint (Major) – Can “jet” away from danger at Speed 6 for a max of 4 Rounds

STORY POINTS: 1-2

its venom contains a deadly neurotoxin.

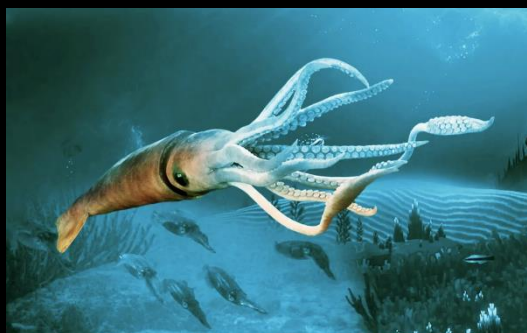
Of the squids, the **giant squid** is the longest, growing as much as 13 metres. But its two longer tentacles make up the bulk of this, and the **colossal squid** is the more massive, at least 500kg, though shorter at a mere 10 metres. Judging by sucker scars on sperm whales and squid beaks recovered from their stomachs,

even larger colossal squid are believed to exist.

Both squids are deep sea creatures and, although the colossal squid was first discover-

ed and described in 1925, attempts to film a live adult in its natural environment have so far been unsuccessful (or at best inconclusive).

GIANT SQUID



AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	3
INGENUITY	1	STRENGTH	10

SKILLS

Athletics 3, Fighting 4, Subterfuge 1, Survival 4

TRAITS

Additional Limbs x2 – Gains 2 additional actions per Round using its tentacles

Aquatic (Major) – Coordination 0 out of water

Camouflage – Colour-changing

Environmental (Minor) – Adapted for deep ocean cold and pressure

Fear Factor 1

Grab

Keen Senses (Minor) – Vision

Natural Weapon (Minor) – Beak: Automatically does Strength +2 damage against grabbed opponents

Size: Huge (Major)

Special – Ink Cloud: Can release a cloud of ink to obscure the water and escape

Sprint (Minor) – Can “jet” away from danger at Speed 10 for a max of 3 Rounds

Tough

STORY POINTS: 3-5

COLOSSAL SQUID



AWARENESS	3	PRESENCE	5
COORDINATION	3	RESOLVE	3
INGENUITY	1	STRENGTH	14

SKILLS

Athletics 3, Fighting 4, Subterfuge 1, Survival 4

TRAITS

Additional Limbs x2 – Gains 2 additional actions per Round using its tentacles

Alien Senses – Low frequency sound

Aquatic (Major) – Coordination 0 out of water

Camouflage – Colour-changing

Environmental (Minor) – Adapted for deep ocean cold and pressure

Fear Factor 2

Grab

Keen Senses (Minor) – Vision

Impaired Senses (Minor) – Deaf to higher frequency sound

Natural Weapon (Minor) – Beak: Automatically does Strength +2 damage against grabbed opponents

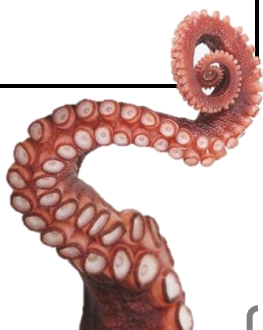
Size: Colossal

Special – Ink Cloud: Can release a cloud of ink to obscure the water and escape

Sprint (Minor) – Can “jet” away from danger at Speed 12 for max of 3 Rounds

Tough

STORY POINTS: 4-6



CETACEANS

Cetaceans are split into two orders: **toothed whales** (which includes porpoises and dolphins as well as some whales) and **baleen whales**.

The **harbour porpoise** is one of the smallest cetaceans and is widespread throughout the cooler waters of the North Atlantic, North Pacific and the Black Sea. It is commonly found close to the coastline and even ventures into freshwater rivers. Although porpoises resemble dolphins, they are more closely related to whales such as beluga and narwhals.

Bottlenose dolphins are among the most widely recognised of the cetaceans and are found everywhere other than the Arctic and

Antarctic Circles.

Bottlenose dolphins are considered to be among the most intelligent animals. They use marine sponges as tools, pass knowledge down the generations and are known to cooperate with human fishermen. They are also easy to train, for example by theme parks to perform tricks, and by the military of various countries to locate mines or detect enemy divers.

Although bottlenose dolphins are capable of altruistic acts towards other species, they can also be violent. They defend themselves against sharks by ramming them.

HARBOUR PORPOISE



AWARENESS	4	PRESENCE	2
COORDINATION	4	RESOLVE	3
INGENUITY	1	STRENGTH	3

SKILLS

Athletics 4, Fighting 2, Subterfuge 3, Survival 3

TRAITS

Alien Senses - Echolocation

Aquatic (Major) – Coordination 0 out of water; breathes air

Fast (Minor) – Can swim at Speed 6

Tough

STORY POINTS: 1-3

BOTTLENOSE DOLPHIN



AWARENESS	4	PRESENCE	3
COORDINATION	4	RESOLVE	3
INGENUITY	1	STRENGTH	6

SKILLS

Athletics 4, Fighting 4, Subterfuge 3, Survival 4

TRAITS

Alien Senses - Echolocation

Aquatic (Major) – Coordination 0 out of water; breathes air

Fast (Minor) – Can swim at Speed 7

Size: Huge (Minor)

Tough

STORY POINTS: 2-4

The **orca** is the largest species of dolphin, the bulls typically growing to up to 8 metres and weighing over 6 tonnes. They have good eyesight, both above and below the water, excellent hearing, a good sense of touch, and very sophisticated echolocation.

Orcas are found in all oceans and most seas, including in the polar regions. They have a layer of blubber up to 10cm thick which insulates them. Orcas are apex predators and prey on all manner of marine creatures, from fish and cephalopods to seabirds and marine mammals including other cetaceans, up to and including blue whales. Populations of orcas in different parts of the world use different hunting techniques, such as temporarily

ORCA (KILLER WHALE)



AWARENESS	5	PRESENCE	4
COORDINATION	4	RESOLVE	4
INGENUITY	1	STRENGTH	12

SKILLS
Athletics 3, Fighting 4, Subterfuge 2, Survival 4

TRAITS
Alien Senses - Echolocation
Aquatic (Major) – Coordination 0 out of water; breathes air
Armour (5 points)
Fast (Major) – Can swim at Speed 12
Size: Huge (Major)

STORY POINTS: 3-5

beaching themselves to grab sea lions and elephant seals on the Argentinian coast, or creating waves to knock seals and penguins off ice floes in the Antarctic.

NARWHAL



AWARENESS	5	PRESENCE	3
COORDINATION	3	RESOLVE	3
INGENUITY	1	STRENGTH	10

SKILLS
Athletics 3, Fighting 3, Subterfuge 2, Survival 3

TRAITS
Alien Senses – Echolocation; also able to sense minute temperature & pressure changes with its tusk
Aquatic (Major) – Coordination 0 out of water; breathes air
Armour (6 points)
Environmental (Minor) – Can withstand deep ocean cold and pressure
Size: Huge (Major)

STORY POINTS: 2-4

Narwhals are toothed whales native to the Arctic, with the males bearing a distinctive tusk up to 3 metres long. The tusk's purpose is uncertain but may be used to indicate social status. It also has millions of nerve endings to allow the narwhal to detect changes of water temperature and pressure. Narwhals have also been observed stunning fish with them.

Narwhals have a high amount of myoglobin in their bodies to allow for deep dives.

MINKE WHALE (LESSER RORQUAL)



AWARENESS	4	PRESENCE	4
COORDINATION	3	RESOLVE	3
INGENUITY	1	STRENGTH	14

SKILLS

Athletics 3, Fighting 3, Subterfuge 2, Survival 3

TRAITS

Alien Senses - Echolocation

Aquatic (Major) – Coordination 0 out of water; breathes air

Armour (5 points)

Fast (Minor) – Can swim at Speed 7

Size: Huge (Major)

STORY POINTS: 2-4

There are two species of **minke whales**: the **common** (or **northern**) **minke** and the **Antarctic** (or **southern**) **minke**. Jointly, they are the second smallest baleen whales, with adults measuring between 8 and 9 metres.

Minkes are capable of swimming at speeds of over 40km/h which, with their sporadic surfacing, makes them hard to follow. Both species migrate towards their respective poles in the spring and back towards the tropics in the autumn and winter. But the differing seasons in northern and southern hemispheres means that it's unlikely that the two species ever meet each other. Minkes are preyed upon by orcas, and their defence is always a flight response, never retaliation.

HUMPBACK WHALE



AWARENESS	4	PRESENCE	5
COORDINATION	3	RESOLVE	3
INGENUITY	1	STRENGTH	24

SKILLS

Athletics 2, Fighting 2, Subterfuge 1, Survival 3

TRAITS

Alien Senses - Echolocation

Aquatic (Major) – Coordination 0 out of water; breathes air

Armour (10 points)

Size: Colossal

STORY POINTS: 4-6

Humpback whales are large baleen whales that grow to 14-17 metres in length. They are found throughout the world, migrating thousands of kilometres each year. They feed in polar waters and migrate to tropical or subtropical regions to breed and give birth. Their diet primarily comprises krill and small fish, which they catch using a "bubble-netting" technique, whereby several whales swim in a closing circle while releasing bubbles from their blowholes to trap their prey, before rising up vertically with open mouths to swallow them.

Humpback calves are a target for orcas, but the adults tend to mob killer whales to deter attacks, which has a side-effect of protecting seals and other wildlife.

Sperm whales are the largest of the toothed whales (and the largest toothed predators), growing to around 16 metres. They are found in open waters worldwide and undergo long migrations for feeding and breeding.

Sperm whales are one of the deepest diving mammals, able to reach depths of 2 kilometres, where they hunt for giant and colossal squid. Although battles between these titans have never been observed by humans, white sucker scars on sperm whale hide provide the evidence that they take place, as do the contents of the whales' stomachs when examined.

With a maximum confirmed length of 30 metres and weighing up to 199 tonnes, the **blue whale** is the largest baleen whale and the largest creature which has ever lived on Earth. They are instantly recognisable from their long streamlined bodies and bluish grey colour.

Blue whales feed almost exclusively on krill and are found in all the world's oceans. Like other baleen whales, they migrate between summer feeding grounds towards the poles and winter breeding grounds in the tropics. During the twentieth century, blue whales were almost wiped out by whaling and, although their numbers have recovered, are still endangered.

SPERM WHALE



AWARENESS	4	PRESENCE	5
COORDINATION	4	RESOLVE	4
INGENUITY	1	STRENGTH	28

SKILLS

Athletics 2, Fighting 4, Subterfuge 1, Survival 4

TRAITS

Alien Senses - Echolocation

Aquatic (Major) – Coordination 0 out of water; breathes air

Armour (12 points)

Environmental (Minor) – Can withstand deep ocean cold and pressure

Size: Colossal

STORY POINTS: 4-6

BLUE WHALE



AWARENESS	4	PRESENCE	5
COORDINATION	3	RESOLVE	3
INGENUITY	1	STRENGTH	38

SKILLS

Athletics 2, Fighting 2, Subterfuge 1, Survival 3

TRAITS

Alien Senses - Echolocation

Aquatic (Major) – Coordination 0 out of water; breathes air

Armour (12 points)

Fast (Minor) – Can swim at Speed 9

Size: Colossal

STORY POINTS: 4-6

CROCODILIANS

Crocodilians include **true crocodiles, alligators, caimans, gharials** and the **false gharial**. They are ambush predators who lie in wait hidden beneath the water and lunge at any unwary prey which strays too close, grabbing them and dragging them under. Any successful attack roll with its jaws means that

the croc has seized its victim for an immediate Strength +2 damage. If in water, larger crocodilians will then automatically do Strength +4 damage per Round from the death roll, while Drowning rules will apply to victims of smaller species. The victim can attempt contests of Strength + Fighting to break free.

NILE CROCODILE



AWARENESS	3	PRESENCE	3
COORDINATION	4*	RESOLVE	4
INGENUITY	1	STRENGTH	8

SKILLS

Athletics 4 (AoE: Swimming), Fighting 3, Subterfuge 4, Survival 3

TRAITS

Alien Senses – Dermal receptors sense pressure changes in water

Armour (3 points)

Fear Factor 1

Grab – See under Natural Weapon

Lurker

Natural Weapon (Minor) – Jaws: Strength +2 damage plus Grab, then death roll

***Semi-Aquatic** – Coordination reduced by 2 points when out of water

Sprint (Major) – On land, a croc can move at Speed 6 for a max of 4 Rounds; and at Speed 8 for 4 Rounds in water

Weakness (Minor) – Cold: Has a -2 penalty to all rolls in cold conditions; becomes torpid in extreme cold

STORY POINTS: 4-6

SALTWATER CROCODILE



AWARENESS	3	PRESENCE	4
COORDINATION	4*	RESOLVE	4
INGENUITY	1	STRENGTH	10

SKILLS

Athletics 4 (AoE: Swimming), Fighting 4, Subterfuge 4, Survival 5

TRAITS

Alien Senses – Dermal receptors sense pressure changes in water

Armour (4 points)

Fear Factor 2

Grab – See under Natural Weapon

Lurker

Natural Weapon (Minor) – Jaws: Strength +2 damage plus Grab, then death roll

***Semi-Aquatic** – Coordination reduced by 2 points when out of water

Sprint (Major) – On land, a croc can move at Speed 6 for a max of 4 Rounds; and at Speed 8 for 4 Rounds in water

Weakness (Minor) – Cold: Has a -2 penalty to all rolls in cold conditions; becomes torpid in extreme cold

STORY POINTS: 4-6

The **Nile** and **saltwater crocodiles** are the largest of the **true crocodiles**, and the most dangerous as they are the only ones to routinely view humans as prey. Despite its name, the Nile crocodile is found in freshwater areas throughout sub-Saharan Africa, while the salty is native to Southeast Asia and Australia.

Alligators are usually considered to be less aggressive than crocodiles and are less likely to attack humans without provocation. In the

USA, **American alligators** occasionally make unusual pets, and there's been at least one instance of an emotional support gator (albeit a very small one).

AMERICAN ALLIGATOR



AWARENESS	3	PRESENCE	2
COORDINATION	4*	RESOLVE	3
INGENUITY	1	STRENGTH	7

SKILLS
 Athletics 3 (AoE: Swimming), Fighting 3, Subterfuge 3, Survival 4

TRAITS
Alien Senses – Dermal receptors sense pressure changes in water
Armour (3 points)
Grab – See under Natural Weapon
Lurker
Natural Weapon (Minor) – Jaws: Strength +2 damage plus Grab, then death roll
***Semi-Aquatic** – Coordination reduced by 2 points when out of water
Sprint (Major) – On land, an alligator can move at Speed 4 for a max of 4 Rounds; and at Speed 8 for 4 Rounds in water
Weakness (Minor) – Cold: Has a -2 penalty to all rolls in cold conditions; becomes torpid in extreme cold

STORY POINTS: 3-5

SPECTACLED CAIMAN



AWARENESS	3	PRESENCE	2
COORDINATION	4*	RESOLVE	2
INGENUITY	1	STRENGTH	4

SKILLS
 Athletics 3 (AoE: Swimming), Fighting 3, Subterfuge 3, Survival 4

TRAITS
Alien Senses – Dermal receptors sense pressure changes in water
Armour (2 points)
Grab – See under Natural Weapon
Lurker
Natural Weapon (Minor) – Jaws: Strength +2 damage plus Grab, then drowning
***Semi-Aquatic** – Coordination reduced by 2 points when out of water
Sprint (Major) – On land, a caiman can move at Speed 6 for a max of 4 Rounds; and at Speed 8 for 4 Rounds in water
Weakness (Minor) – Cold: Has a -2 penalty to all rolls in cold conditions; becomes torpid in extreme cold

STORY POINTS: 1-3

Of the **caimans**, the **spectacled caiman** is a more modestly-sized croc, reaching a mere 2.5 metres. The spectacled caiman is found throughout Latin America and has been introduced into the United States. Due to its

size, it's much less likely to attack humans than the larger crocodilians.

Gharials, also known as **gavials** or **fish-eating crocodiles**, are found in the Indian sub-continent and are distinctive from their long, narrow snouts. Although they can grow up to 6

metres, they are less massive than other crocodilians of similar length and feed almost entirely on fish. **False gharials** from Malaysia and Indonesia look very similar but are of a different crocodilian subfamily all of their own. Although their diet is also largely fish, a few recent reports of false gharials killing and eating humans have surfaced.

GHARIAL (GAVIAL)



AWARENESS	3	PRESENCE	2
COORDINATION	4*	RESOLVE	2
INGENUITY	1	STRENGTH	6

SKILLS
 Athletics 4 (AoE: Swimming), Fighting 3, Subterfuge 3, Survival 4

TRAITS
Alien Senses – Dermal receptors sense pressure changes in water
Armour (2 points)
Grab – See under Natural Weapon
Lurker
Natural Weapon (Minor) – Jaws: Strength +2 damage plus Grab, then drowning
***Semi-Aquatic** – Coordination reduced by 2 points when out of water
Sprint (Minor) – On land, a gharial can move at Speed 4 for a max of 4 Rounds; and at Speed 6 for 4 Rounds in water
Weakness (Minor) – Cold: Has a -2 penalty to all rolls in cold conditions; becomes torpid in extreme cold

STORY POINTS: 2-4

FALSE GHARIAL



AWARENESS	3	PRESENCE	2
COORDINATION	4*	RESOLVE	3
INGENUITY	1	STRENGTH	7

SKILLS
 Athletics 3 (AoE: Swimming), Fighting 3, Subterfuge 3, Survival 4

TRAITS
Alien Senses – Dermal receptors sense pressure changes in water
Armour (3 points)
Grab – See under Natural Weapon
Lurker
Natural Weapon (Minor) – Jaws: Strength +2 damage plus Grab, then death roll
***Semi-Aquatic** – Coordination reduced by 2 points when out of water
Sprint (Major) – On land, a false gharial can move at Speed 4 for a max of 4 Rounds; and at Speed 8 for 4 Rounds in water
Weakness (Minor) – Cold: Has a -2 penalty to all rolls in cold conditions; becomes torpid in extreme cold

STORY POINTS: 3-5

CRUSTACEANS

CRAB SWARM



AWARENESS	2	PRESENCE	1
COORDINATION	3	RESOLVE	2
INGENUITY	1	STRENGTH	*

*Automatically loses any contest of Strength against a larger creature

SKILLS

Athletics 2, Fighting 3, Survival 3

TRAITS

Amphibious – Can breathe air so long as their gills remain moist

Armour (1 point)

Fear Factor 1

Keen Senses (Minor) – Smell (+2 bonus)

Natural Weapon (Minor) – Multiple Claws:
Strength +1 damage (though crabs aren't normally aggressive towards live humans)

Swarm – Value depends on size of swarm

STORY POINTS: 0-1

COCONUT CRAB



AWARENESS	2	PRESENCE	1
COORDINATION	2	RESOLVE	2
INGENUITY	1	STRENGTH	1*

SKILLS

Athletics 1, Fighting 1, Survival 4

TRAITS

Armour (2 points)

Climbing (Minor)

Environmental (Minor) – Although it breathes air, the coconut crab can survive in water for up to an hour

Keen Senses (Minor) – Smell (+2 bonus)

Natural Weapon (Minor) – Claws: Crushing Strength (see below) +2 damage

Size: Tiny (Minor)

***Special – Crushing Claws:** The crab's claws have a gripping and crushing Strength of 4

STORY POINTS: 0-1

Although many **crab** species are solitary in nature, some live in large colonies. The **Christmas Island red crab** is particularly noted for swarming in vast numbers on the Christmas and Cocos Islands as they undertake their annual migration to the sea to lay their eggs.

Even in such swarms numbering millions of individuals, crabs are rarely a danger to humans without some form of external influence. However, the sheer number of crabs involved can be an epic spectacle!

Unusually for crabs, the **coconut crab** is a terrestrial species. Although the female releases her young into the ocean for their initial development, adults will drown in water (albeit slowly). Coconut crabs are the largest living land arthropod, often reaching a metre from one leg tip to another. They are hermit crabs, using seashells and coconut shells as they grow, until their abdomen hardens as adults. They live in burrows dug in soft earth or sand and are capable of climbing trees to reach coconuts, which form part of their diet.

The **Japanese spider crab** has the greatest leg span of any known arthropod, stretching up to 3.7 metres, with the body growing to 40cm. Despite its size, the crab may be difficult to spot as it camouflages itself by attaching creatures such as sponges to its carapace so that it blends in with the ocean floor.

Japanese spider crabs are principally found off the Japanese island of Honshu, but are also found off Taiwan and Auckland Island to the south of New Zealand. They like to live in vents and tubes at depths of up to 600 metres.

There are over fifty species of **lobster**, but the

largest is the **American lobster** which can grow to lengths of 64cm (larger ones have been claimed), with the **European lobster** not far behind. The American lobster lives along the North Atlantic coast from Labrador to North Carolina and has been introduced to waters off Norway and Iceland. The European lobster is found from northern Norway down to Morocco, throughout most of the Mediterranean and along the south-west coast of the Black Sea, but not in the Baltic Sea. Both species have asymmetrical claws, the larger one acting as a crusher, the other as a cutter or gripper. Lobsters spray urine scent plumes to communicate what and where they are.

JAPANESE SPIDER CRAB



AWARENESS	2	PRESENCE	1
COORDINATION	2	RESOLVE	2
INGENUITY	1	STRENGTH	1

SKILLS

Athletics 2, Fighting 2, Subterfuge 2, Survival 4

TRAITS

Aquatic (Major) – Coordination 0 out of water (and can't survive for long)

Armour (3 points)

Camouflage

Keen Senses (Minor) – Smell (+2 bonus)

Natural Weapon (Minor) – Claws: Strength +2 damage

STORY POINTS: 0-1

AMERICAN/EUROPEAN LOBSTER



AWARENESS	2	PRESENCE	1
COORDINATION	2	RESOLVE	2
INGENUITY	1	STRENGTH	1*

SKILLS

Athletics 2, Fighting 3, Subterfuge 2, Survival 4

TRAITS

Amphibious – Can survive a couple of days out of water

Armour (3 points)

Keen Senses (Minor) – Smell (+2 bonus)

Natural Weapon (Minor) – Claws: Crushing/cutting Strength (see below) +2 damage

Size: Tiny (Minor)

***Special – Crushing/Cutting Claws:** The lobster's claws have a gripping/cutting and crushing Strength of 4

STORY POINTS: 0-1

DEER

SMALL/MEDIUM DEER

e.g. roe deer, muntjac, sika



AWARENESS	4	PRESENCE	1
COORDINATION	5	RESOLVE	1
INGENUITY	1	STRENGTH	2

SKILLS

Athletics 3, Fighting 3, Subterfuge 4, Survival 3

TRAITS

Fast (Major) – Can run at Speed 10

Leap x2 – Can jump up to 5 metres

Natural Weapon (Minor) – **Antlers:** Strength +2 damage (bucks only, spring/ summer)

Small deer such as pudu and white-tailed deer additionally have **Size: Tiny (Minor)**, with Strength reduced to 1 and Speed to 8

STORY POINTS: 1-2

Deer are widely found across the Americas, Europe and Asia, plus a single species (the **Barbary stag**) in Africa, and range in size from the tiny South American **pudu** to the **moose**, which reaches over two metres at the shoulder. With the exception of **water deer**, the males of all species and some female **reindeer** annually grow and shed their antlers, which are primarily used by the males for fighting for dominance during the rut.

Males are termed bucks or harts, or stags in the

REINDEER (CARIBOU)



AWARENESS	4	PRESENCE	2
COORDINATION	4	RESOLVE	2
INGENUITY	1	STRENGTH	4

SKILLS

Athletics 3, Fighting 3, Subterfuge 2, Survival 3

TRAITS

Alien Senses – UV sensitivity

Environmental (Minor) – Adapted for Arctic conditions

Fast (Major) – Can run at Speed 8

Leap x2 – Can jump up to 5 metres

Natural Weapon (Minor) – **Antlers:** Strength +2 damage (both bulls and cows, spring/summer only)

Sprint (Minor) – Can sprint at Speed 16 for a max of 4 Rounds

STORY POINTS: 1-3

case of **red deer**, or bulls for other large species. Females are does, hinds or cows.

Reindeer (**caribou** in North America, but both terms refer to the same species) are native to the Arctic and subarctic regions of North America, Europe and Asia. They are superbly adapted for cold climates, having a dense, woolly undercoat of fur and an overcoat of longer, air-filled hair, large feet for walking on snow, and UV visual sensitivity for seeing in the

LARGE DEER

e.g. red deer, sambar, elk



AWARENESS	4	PRESENCE	3
COORDINATION	4	RESOLVE	2
INGENUITY	1	STRENGTH	6

SKILLS
Athletics 3, Fighting 3, Subterfuge 1, Survival 3

TRAITS
Charge – Stags only, summer-winter; does (and stags in spring) have **Trample** instead
Fast (Major) – Can run at Speed 9
Leap – Can jump up to 5 metres
Natural Weapon (Minor) – **Antlers:** Strength +2 damage (stags only, summer to winter)
Size: Huge (Minor)

STORY POINTS: 2-4

low light conditions of the Arctic winter.

Moose are the tallest and heaviest species of deer and are found in the boreal forests and subarctic regions of the northern hemisphere. Bulls can be over 2 metres tall and weigh 700kg. As well as adaptations for cold climates, their distinctive proboscis gives them a keen sense of smell.

MOOSE



AWARENESS	4	PRESENCE	4
COORDINATION	3	RESOLVE	3
INGENUITY	1	STRENGTH	8

SKILLS
Athletics 3, Fighting 3, Subterfuge 1, Survival 3

TRAITS
Charge – Bulls only (during summer); cows (and bulls outside of summer) have **Trample** instead
Environmental (Minor) – Insulated from the cold
Fast (Major) – Can run at Speed 8
Leap – Can jump up to 6 metres
Keen Senses (Minor) – Smell (+2 bonus)
Natural Weapon (Minor) – **Antlers:** Strength +2 damage (bulls, during summer only)
Size: Huge (Major)
Tough

STORY POINTS: 3-5



ELEPHANTS

There are three extant species of **elephants**: the **African bush elephant**, the **African forest elephant** and the **Asian elephant**. Elephants typically live in herds of females and offspring, with males living largely separate lives with other bulls.

The **African bush elephant** is the largest living land animal at between 5 and 7 tonnes, and is found across sub-Saharan Africa. The bush elephant lives in a wide variety of habitats including grassland, woodland and forest, wetland, desert and agricultural land, where

AFRICAN BUSH ELEPHANT



AWARENESS	3	PRESENCE	6
COORDINATION	3	RESOLVE	4
INGENUITY	1	STRENGTH	16

SKILLS

Athletics 3, Fighting 3, Survival 4

TRAITS

Alien Senses – Low-frequency sound

Armour (4 points)

Charge

Fast (Minor) – Can run at Speed 7

Keen Senses (Minor) – Hearing (+2 bonus)

Natural Weapon (Minor) – Tusks: Strength +2 damage

Savage Display – Roaring and trumpeting

Size: Huge (Major)

Trample

STORY POINTS: 4-6

AFRICAN FOREST ELEPHANT



AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	3
INGENUITY	1	STRENGTH	13

SKILLS

Athletics 3, Fighting 3, Survival 3

TRAITS

Alien Senses – Low-frequency sound

Armour (3 points)

Charge

Fast (Minor) – Can run at Speed 7

Keen Senses (Minor) – Hearing (+2 bonus)

Natural Weapon (Minor) – Tusks: Strength +2 damage

Size: Huge (Major)

Trample

STORY POINTS: 3-5

it comes into conflict with farmers.

Conversely, the **African forest elephant** is the smallest elephant species at up to 2.2 tonnes. Claims of larger specimens seem to be outliers or unreliable. Forest elephants are native to the tropical forests of West Africa and the Congo Basin. Whereas the bush elephant feeds largely on grasses and woody vegetation, the forest elephant's diet is composed primarily of leaves, seeds, fruit and bark, and they help to maintain the biodiversity of their habitat.

There are three subspecies of Asian elephants: **Sri Lankan elephants**, **Indian elephants** and **Sumatran elephants**.

Of the three, the **Sri Lankan elephant** is the largest at up to 5.5 tonnes, but the **Indian elephant** isn't far behind at up to 5.4 tonnes (and so has the same stats). **Sumatran elephants** are the smallest of the three, with weights of up to 4 tonnes.

Unlike African elephants, Asian elephants can be domesticated and trained, but often by their owners using cruel methods to break them. Historically, Asian elephants were used



as war elephants, though in more recent times, they have been used for labour and as beasts of burden, as well as for cultural and religious purposes. The use of work elephants has dropped in modern times, having been replaced with tractors.

SRI LANKAN/INDIAN ELEPHANT



AWARENESS	3	PRESENCE	5
COORDINATION	3	RESOLVE	3
INGENUITY	1	STRENGTH	15

SKILLS

Athletics 3, Fighting 2, Survival 3

TRAITS

Alien Senses – Low-frequency sound

Armour (4 points)

Charge

Keen Senses (Minor) – Hearing (+2 bonus)

Natural Weapon (Minor) – Tusks: Strength +2 damage

Size: Huge (Major)

Trample

STORY POINTS: 4-6

SUMATRAN ELEPHANT



AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	3
INGENUITY	1	STRENGTH	14

SKILLS

Athletics 3, Fighting 2, Survival 3

TRAITS

Alien Senses – Low-frequency sound

Armour (4 points)

Charge

Keen Senses (Minor) – Hearing (+2 bonus)

Natural Weapon (Minor) – Tusks: Strength +2 damage

Size: Huge (Major)

Trample

STORY POINTS: 3-5

EQUINES

HORSE



AWARENESS	3	PRESENCE	2
COORDINATION	4	RESOLVE	1
INGENUITY	1	STRENGTH	7

SKILLS

Athletics 3, Fighting 2, Survival 2

TRAITS

Fast (Major) – Can gallop at Speed 8

Size: Huge (Minor)

Trample

STORY POINTS: 2-4

Horses have been domesticated for at least five thousand years and used for food, work, sport and leisure. Domesticated horses are found almost everywhere humans have settled, excluding the Polar Regions and areas where other animals, such as camels or llamas, are more suited to the environment.

There are groups of feral horses derived from domesticated ancestry found in various regions of the world, such as herds of **mustangs** in the western United States and **brumbies** in Australia, the latter being the largest population of feral horses in the world. The only extant truly wild horse which has never been domesticated is **Przewalski's horse**, a rare and endangered species found in a number of locations in Central Asia and Eastern Europe.

In modern times, many horses are selectively bred for their bloodstock, creating purebred breeds, each with their own distinctive characteristics. Among these are the **Thoroughbreds** which have been bred for horse racing (the term is sometimes used incorrectly to refer to any purebred horse). All modern Thoroughbreds can trace their ancestry back to three stallions of Arabian, Barb and Turkoman breeding which were imported into England in the 17th and 18th centuries to breed with mares.

Thoroughbreds are used primarily for racing, but also for other equestrian sports such as show jumping, dressage and polo. Racehorses can run at 60 or 70km/h, but this drops to 40-45km/h with a rider.

THOROUGHBRED RACEHORSE



AWARENESS	3	PRESENCE	2
COORDINATION	5	RESOLVE	1
INGENUITY	1	STRENGTH	7

SKILLS

Athletics 5, Fighting 2, Survival 1

TRAITS

Fast (Major) – Can gallop at Speed 10

Size: Huge (Minor)

Trample

STORY POINTS: 2-4

Draught horses such as the **Clydesdale** and the **Shire** have been bred for their strength and for the calm temperament needed to pull a plough or a cart, and are often called gentle giants. They are large breeds, standing up to 19 hands (193cm) and weighing up to 900kg. In 1924, a pair of Shire horses pulled a starting load estimated at 50 tonnes – though the exact weight exceeded the maximum reading on the dynamometer!

Draught horses have largely been replaced by mechanised vehicles, but they are still used in horse shows and competitions, on some smaller farms (including those of the Amish or Mennonites), in logging or conservation where use of vehicles is impractical, and in areas where legislation limits or prohibits mechanised vehicles (such as on Sark in the Channel Islands and Mackinac Island in Michigan).

DRAUGHT HORSE



AWARENESS	3	PRESENCE	3
COORDINATION	3	RESOLVE	2
INGENUITY	1	STRENGTH	8

SKILLS
Athletics 2, Fighting 2, Survival 2

TRAITS
Fast (Major) – Can gallop at Speed 7
Size: Huge (Minor)
Trample

STORY POINTS: 2-4

PONY



AWARENESS	3	PRESENCE	2
COORDINATION	3	RESOLVE	1
INGENUITY	1	STRENGTH	5

SKILLS
Athletics 3, Fighting 1, Survival 1

TRAITS
Fast (Major) – Can gallop at Speed 6

STORY POINTS: 1-3

Taxonomically, **ponies** are the same animal as horses, and the distinction between the two is usually made on the basis of height, though sometimes also on other observable characteristics. In general, a mature animal standing at 14.2 hands (147 cm) or over is considered a horse, and under 14.2 hands is a pony. However, there are many exceptions to this, such as in Australia where the cut-off is considered to be 14 hands; and the International Federation for Equestrian Sports uses a metric measure of 148cm at the withers without shoes (equivalent to a little over 14.2 hands with shoes). To further complicate matters, some breeds are considered to be either horses or ponies irrespective of height: the **Falabella** and other miniature horses cannot exceed 7.2 hands but are considered to be horses. As with other horses, there are feral and semi-feral populations, such as **Dartmoor** and **New Forest ponies**.

Donkeys are descendants of the **African wild ass** which were domesticated between five and seven thousand years ago. They're now found throughout the world and are used as draught or pack animals, principally in developing countries. Donkeys have a reputation for stubbornness, probably due to them having a greater sense of self-preservation than horses. It's far more difficult to force a donkey to do something which it perceives as dangerous!

DONKEY (ASS)



AWARENESS	3	PRESENCE	2
COORDINATION	3	RESOLVE	3
INGENUITY	1	STRENGTH	5

SKILLS
Athletics 3, Fighting 1, Survival 1

TRAITS
Fast (Minor) – Can gallop at Speed 4
Tough

STORY POINTS: 1-3

The third living member of the equine family is the **zebra**, of which there are three species: **Grévy's zebra**, the **plains zebra** and the **mountain zebra**. Grévy's zebra is the largest and most endangered, and is only found in parts of Kenya and Ethiopia; the plains zebra is the most common and widespread species, living in much of southern and eastern Africa south of the Sahara; and the mountain zebra is the smallest species and is native to southwestern Africa. The differences in size are

not sufficient to require separate stats for each of the three species.

Unlike horses and asses, zebras have never been truly domesticated, despite several attempts. In fact, there was a fad for taming zebras in the late 19th and early 20th centuries. Lord Rothschild trained four zebras to pull his carriage through London, which they did to take him to Buckingham Palace in 1898; and the Portuguese physician Rosendo Ribeiro, the first private doctor in Nairobi, allegedly made house calls on the back of a tame zebra. But attempts at true domestication haven't been successful, a fact that's sometimes put down to them not having the same family structure as most other domesticated creatures. Whereas dogs have packs and horses have family herds, zebras group together in larger herds for survival, not from strong social ties.

ZEBRA



AWARENESS	4	PRESENCE	2
COORDINATION	4	RESOLVE	2
INGENUITY	1	STRENGTH	5

SKILLS
Athletics 3, Fighting 2, Survival 4

TRAITS
Camouflage
Fast (Major) – Can gallop at Speed 8

STORY POINTS: 1-3

FELINES

Felines range from small **domesticated cats** to the big cats which are apex predators. Wild species are indigenous to all continents apart from Australasia and Antarctica, but many are threatened by human activity.

Most cats are ambush hunters. The larger species pounce on their prey and try to grab onto them with their front claws. They will then either finish the kill with their jaws or bring their hind legs up to rake their victim.

There are many species and subspecies of wild cats in addition to those listed here, such as **cougars, snow leopards, jungle cats** and **servals**. But these stats should provide an indication as to how other cats can be created.

DOMESTIC CAT



AWARENESS	5	PRESENCE	1
COORDINATION	4	RESOLVE	2
INGENUITY	1	STRENGTH	1

SKILLS

Athletics 3, Fighting 3, Subterfuge 4, Survival 3

TRAITS

Alien Senses – Night vision, ultrasonic hearing
Size: Tiny (Major)

STORY POINTS: 1-2

TIGER



AWARENESS	5	PRESENCE	5
COORDINATION	5	RESOLVE	4
INGENUITY	1	STRENGTH	7

SKILLS

Athletics 4, Fighting 4, Subterfuge 4, Survival 4

TRAITS

Grab – If an initial attack is successful, the cat has a +2 bonus on subsequent attacks

Keen Senses (Major) – Gains +2 bonus

Leap x2 – Can jump up to 10 metres

Lurker

Natural Weapon (Minor) – Teeth & Claws:

Strength +2 damage

Savage Roar

Sprint (Major) – Can sprint at Speed 10 for a maximum of 5 Rounds

STORY POINTS: 4-6



LION



AWARENESS	5	PRESENCE	5
COORDINATION	5	RESOLVE	4
INGENUITY	1	STRENGTH	6

SKILLS

Athletics 4, Fighting 4, Subterfuge 4, Survival 4

TRAITS

Fast (Minor) – Can run at Speed 7

Grab – If an initial attack is successful, the cat has a +2 bonus on subsequent attacks

Keen Senses (Major) – Gains +2 bonus

Leap x2 – Can jump up to 10 metres

Lurker

Natural Weapon (Minor) – Teeth & Claws:
Strength +2 damage

Savage Roar

Sprint (Minor) – Can sprint at Speed 14 for a maximum of 5 Rounds

STORY POINTS: 4-6

Unlike most cat, **lions** live in social groups, each pride consisting of a few adult males, several related females and their cubs. They now live in fragmented populations in sub-Saharan Africa, with one in western India, and inhabit grasslands, savannah and shrublands.

Lions are both apex and keystone predators because of the range of species they prey on, including antelope, zebras, giraffe, buffalos and even warthog. On occasion, they scavenge as well as hunt. Lions tend to be diurnal, but can be active at night or twilight as well.

LEOPARD



AWARENESS	5	PRESENCE	4
COORDINATION	6	RESOLVE	3
INGENUITY	1	STRENGTH	4

SKILLS

Athletics 5, Fighting 4, Subterfuge 4, Survival 4

TRAITS

Camouflage

Climbing (Minor)

Fast (Minor) – Can run at Speed 9

Grab – If an initial attack is successful, the cat has a +2 bonus on subsequent attacks

Keen Senses (Major) – Gains +2 bonus

Leap – Can leap up to 6 metres (3 metres vertically)

Lurker

Natural Weapon (Minor) – Teeth & Claws:
Strength +2 damage

Savage Roar

STORY POINTS: 3-5

Leopards have eight extant species and are found over wide areas of Africa and Asia. They occupy a range of habitats, including rainforest, steppe and mountainous areas.

Leopards are opportunistic ambush predators and rely on their spotted fur for camouflage. They eat small prey immediately, but larger prey is usually dragged to a suitable tree, where it can be carried up into higher branches away from scavengers and other predators which might try to take it, especially lions.

Famously the fastest land animal on Earth, **cheetahs** can run at speeds over 100kp/h, but they can only sustain their top speeds for brief sprints, not for a prolonged chase.

Cheetahs live in scattered populations throughout most of Africa, including the Sahara, and in central Iran, inhabiting habitats as varied as savannahs, deserts and mountains, but rarely in tropical forests. They avoid contact with other, larger predators such as

lions and hyenas, as their slender build makes them vulnerable to injury.

CHEETAH



AWARENESS	5	PRESENCE	3
COORDINATION	5	RESOLVE	2
INGENUITY	1	STRENGTH	3

SKILLS
Athletics 5, Fighting 4, Subterfuge 3, Survival 3

TRAITS
Camouflage
Fast (Major) – Can run at Speed 10
Grab – If an initial attack is successful, the cat has a +2 bonus on subsequent attacks
Keen Senses (Major) – Gains +2 bonus
Leap x2 – Can leap 6-7 metres (2 metres vertically)
Natural Weapon (Minor) – Teeth & Claws:
 Strength +2 damage
Sprint (Minor) – Can sprint at Speed 20 for a max of 5 Rounds before tiring

STORY POINTS: 3-5

LYNX



AWARENESS	5	PRESENCE	2
COORDINATION	5	RESOLVE	2
INGENUITY	1	STRENGTH	2

SKILLS
Athletics 4, Fighting 4, Subterfuge 4, Survival 4

TRAITS
Camouflage
Climbing (Minor)
Fast (Major) - Can run at Speed 10
Grab – If an initial attack is successful, the cat has a +2 bonus on subsequent attacks
Keen Senses (Major) – Gains +2 bonus
Lurker
Leap x2 – Can leap up to 6 metres (2 metres vertically)
Keen Senses (Major) – Gains +2 bonus
Natural Weapon (Minor) – Teeth & Claws:
 Strength +2 damage

STORY POINTS: 2-4

There are four species of **lynx**: the **Canada lynx**, **Iberian lynx**, **Eurasian lynx** and the **bobcat**. Lynx prefer high altitude forests and are adept at climbing trees and swimming. The bobcat's range also includes deserts, swamps, mountainous areas and agricultural land. Lynx hunt a wide range of small animals, up to and including reindeer and small red deer.

JAGUAR



AWARENESS	5	PRESENCE	4
COORDINATION	6	RESOLVE	3
INGENUITY	1	STRENGTH	5

SKILLS

Athletics 5, Fighting 4, Subterfuge 4, Survival 4

TRAITS

Camouflage

Climbing (Minor)

Fast (Major) – Can run at Speed 12

Grab – If an initial attack is successful, the cat has a +2 bonus on subsequent attacks

Keen Senses (Major) – Gains +2 bonus

Leap – Can leap up to 6 metres (3 metres vertically)

Lurker

Natural Weapon (Minor) – Teeth & Claws:
Strength +2 damage

Savage Roar

STORY POINTS: 4-6

The **jaguar** is the largest cat species in the Americas and the third largest in the world after the tiger and the lion. Its range is from Mexico to Argentina and it prefer dense forests. Unlike many cats, it enjoys swimming. As with leopards, melanistic jaguars are known as **black panthers**.

The jaguar featured prominently in the mythologies of the Aztecs and Mayans.

Ocelots are a medium-sized wild cat native to the southwestern United States, Mexico and Central and South America as far south as northern Argentina. They are good swimmers and prefer habitats close to water sources and dense cover to hide in wait of prey.

As a smaller predator (up to 50cm at the shoulder), ocelots avoid areas with larger competition, or if this isn't possible, they tune their activities to times when other predators aren't active

OCELOT



AWARENESS	5	PRESENCE	1
COORDINATION	5	RESOLVE	2
INGENUITY	1	STRENGTH	2

SKILLS

Athletics 4, Fighting 3, Subterfuge 4, Survival 4

TRAITS

Camouflage

Climbing (Minor)

Fast (Major) - Can run at Speed 10

Keen Senses (Major) – Gains +2 bonus

Leap x2 – Can leap up to 4 metres (2.5 vertically)

Lurker

Natural Weapon (Minor) - Teeth & Claws:
Strength +2 damage

STORY POINTS: 2-4

FISH

It's estimated that there are somewhere between 25,000 and 35,000 species of **fish**, with around 250 more identified every year. As a result, this section represents only the tiniest fraction of them, but it highlights a few of the more interesting or iconic species.

The first two are both freshwater fish native to South America. The **piranha**, the **red-bellied piranha** in particular, has a fearsome reputation for being able to swiftly skeletonise large animals. But this seems to be an exaggeration based on an account by Theodore Roosevelt from 1913, and most piranhas are omnivorous scavengers rather than predators and attack only weak or

injured animals. Nevertheless, they would provide an interesting encounter for a party of adventurers.

Electric eels are more of a threat to humans. They're capable of zapping their prey with electric shocks of up to 860 volts, stunning the victim who then drowns. They're even known to leap out of the water to deliver the shock.

PIRANHA SHOAL



AWARENESS	4	PRESENCE	1
COORDINATION	4	RESOLVE	2
INGENUITY	1	STRENGTH	1

SKILLS
Athletics 2, Fighting 4, Subterfuge 1, Survival 4

TRAITS
Aquatic (Major) – Coordination 0 out of water
Natural Weapon (Minor) – Multiple Bites:
 Strength +1 damage
Swarm – Value depends on size of shoal

STORY POINTS: 0-2

ELECTRIC EEL



AWARENESS	3	PRESENCE	1
COORDINATION	3	RESOLVE	2
INGENUITY	1	STRENGTH	2

SKILLS
Athletics 3, Fighting 2, Subterfuge 3, Survival 4

TRAITS
Alien Senses – Electrosensors allow it to locate its prey's electrical field, and mechanosensors detect movement
Aquatic (Minor) – Coordination 1 out of water
Environmental (Minor) - Can breathe air as well as water, and can survive on land for several hours if its skin is kept wet
Impaired Senses (Minor) – Vision (-2 penalty)
Natural Weapon (Major) – Electric Shock: Can electrify the water around it to deliver S(1/S/S) damage to anything within a couple of metres; or if it manages to touch a victim (or predator), delivers 7(S/7/10) damage

STORY POINTS: 1-2

The rest of the fish covered in this section are largely marine species, though a few of the two hundred or so species of **moray eels** are found in brackish or freshwater. Moray eels inhabit both tropical and temperate waters, particularly in and around dead reef systems and rocky rubble. They possess a second

MORAY EEL



AWARENESS3COORDINATION4INGENUITY1

PRESENCE2RESOLVE2STRENGTH2

SKILLS

Athletics 3, Fighting 4, Subterfuge 4, Survival 4

TRAITS

Aquatic (Minor) – Coordination 1 out of water

Environmental (Minor) – Although water-breathers, moray eels can survive for several hours out of water

Grab – A successful bite attack means the eel’s second jaws have locked onto its prey, allowing it to automatically do Strength damage on each subsequent Round, though small prey will just be pulled into the mouth and swallowed

Impaired Senses (Minor) – Vision (-2 penalty)

Keen Senses (Minor) – Smell (+2 bonus)

Lurker

Natural Weapon (Major) – Primary & Pharyngeal Jaw Bite: initially Strength +4 damage plus Grab, see above

Special – Mucus Secretion: Provides a +4 bonus for the eel to escape being grabbed or similar

STORY POINTS: 1-3

set of “pharyngeal” jaws which pull their prey back into their throat. Many species of morays have few predators.

LIONFISH



AWARENESS3COORDINATION2INGENUITY1

PRESENCE1RESOLVE1STRENGTH1

SKILLS

Athletics 2, Fighting 2, Subterfuge 1, Survival 3

TRAITS

Aquatic (Major) – Coordination 0 out of water

Poison 2 – Venomous fin rays (defensive only; not used in attacks)

Size: Tiny (Major)

STORY POINTS: 0-1

Lionfish are venomous fish around 45cm long that are native to the Indian and Pacific Oceans, with some becoming invasive species in the Atlantic, Caribbean and Mediterranean. They are instantly recognisable from their red-and-black warning coloration and long venomous spines.

If threatened, a lionfish moves itself so that its dorsal spines remain pointed towards the threat. In humans, lionfish venom causes effects such as pain, nausea and vomiting for several days, but it’s not usually fatal to healthy adults. However, allergic reactions include chest pains, breathing difficulties and a drop in blood pressure, and can be fatal if not treated.

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Swordfish are a predatory fish characterised by their long, flat, pointed bills, and are found in all temperate and tropical oceans. They commonly reach 3 metres in length, but can be up to 4.5 metres.

Despite common belief, swordfish don't use their bills to spear their prey, but instead slash at them to inflict weakening injuries. They are one of the fastest fish, often claimed to reach 100km/h. However, this is only achieved in short bursts, and speeds of 35km/h are more realistic in predator-prey situations, in large part because of the swordfish's need to frequently change direction.

SWORDFISH



AWARENESS	3	PRESENCE	2
COORDINATION	4	RESOLVE	2
INGENUITY	1	STRENGTH	6

SKILLS
Athletics 4, Fighting 3, Subterfuge 2, Survival 3

TRAITS
Aquatic (Major) – Coordination 0 out of water
Fast (Major) – Swims at Speed 10
Keen Senses (Minor) – Vision (+2 bonus)
Natural Weapon (Minor) – Sword Slash:
 Strength +2 damage
Size: Huge (Minor)
Sprint (Minor) – Can swim at Speed 20 for a max of 4 Rounds

STORY POINTS: 1-3

SAILFISH



AWARENESS	3	PRESENCE	2
COORDINATION	5	RESOLVE	3
INGENUITY	1	STRENGTH	6

SKILLS
Athletics 4, Fighting 3, Subterfuge 2, Survival 3

TRAITS
Aquatic (Major) – Coordination 0 out of water
Fast (Major) – Swims at Speed 11
Keen Senses (Minor) – Vision (+2 bonus)
Natural Weapon (Minor) – Sword Slash:
 Strength +2 damage
Size: Huge (Minor)
Sprint (Minor) – Can swim at Speed 22 for a max of 5 Rounds

STORY POINTS: 1-3

Sailfish are the fastest fish on Earth, capable of bursts of up to 125km/h. But as with swordfish, they're usually much slower than this. Sailfish grow to up to 3 metres in length and are identifiable by their large dorsal fin (the sail) and long bill, similar to that of the swordfish.

As with swordfish, sailfish use their bills to slash at their prey or to tap them in order to stun them. Their sail is normally kept folded when swimming and only raised during an attack, which seems to help reduce sideways movements of the head and allows the sailfish to remain undetected until it is close.

Sailfish, along with **swordfish** and **marlin**, are popular targets for game fishing.

BARRACUDA



AWARENESS	3	PRESENCE	2
COORDINATION	5	RESOLVE	2
INGENUITY	1	STRENGTH	2

SKILLS

Athletics 3, Fighting 4, Subterfuge 2, Survival 4

TRAITS

Aquatic (Major) – Coordination 0 out of water

Fast (Major) – Can swim at Speed 10

Natural Weapon (Minor) – Bite: Strength +2 damage

STORY POINTS: 1-2

There are 29 species of **barracuda** around the world, in all tropical and subtropical oceans and seas. They have an elongated body and prominent, fang-like teeth set in a protruding lower jaw. Some species can grow to 1.5 metres in length. Barracudas prey on smaller fish species. Adults are usually solitary but sometimes hunt in packs.

Barracudas are ferocious predators which rely on surprise and speed to catch their prey, and are able to swim at up to 45km/h in short bursts. Although there have been reports of attacks on humans, they are rare and are most likely to be the result of poor visibility and the barracuda mistaking a person for something else (or possibly due to misidentification of the fish species by the victim).

BLACKTIP REEF SHARK



AWARENESS	5	PRESENCE	2
COORDINATION	4	RESOLVE	2
INGENUITY	1	STRENGTH	3

SKILLS

Athletics 3, Fighting 3, Subterfuge 2, Survival 4

TRAITS

Alien Senses – Electoreceptors able to detect creatures at long range

Aquatic (Major) – Coordination 0 out of water

Armour (2 points)

Keen Senses (Minor) – Smell & hearing

Natural Weapon (Minor) – Bite: Strength +2 damage

STORY POINTS: 1-2

Sharks are classed as **cartilaginous fish** as opposed to **bony fish**, along with **skates**, **rays** and a few others. As well as a cartilaginous skeleton, sharks have several rows of teeth that grow throughout their lives, tough skin comprised of dermal denticles that work as an outer skeleton, keen senses of smell and hearing, and organs allowing them to detect the electromagnetic fields produced by all living things. They are found worldwide.

Blacktip reef sharks are representative of the many medium-sized shark species, usually growing to around 1.6 metres long, though they can reach 2.9 metres.

The **great hammerhead** is the largest of the **hammerhead sharks**, growing up to 4 metres and found in tropical waters around the world. The function of its “cephalofoil” (the hammer-shaped head) is largely a matter of debate but it contains its electrosensory organs and acts as a hydrofoil allowing the shark to turn quickly. Hammerheads have also been observed using their cephalofoils to pin prey to the sea bed while pivoting before disabling and eating it.

Hammerhead sharks spend much of their time swimming on their side, a practice which seems to reduce drag and save energy.

GREAT HAMMERHEAD SHARK



AWARENESS	5	PRESENCE	3
COORDINATION	5	RESOLVE	3
INGENUITY	1	STRENGTH	5

SKILLS

Athletics 4, Fighting 4, Subterfuge 2, Survival 4

TRAITS

Alien Senses – Electoreceptors able to detect creatures at long range

Aquatic (Major) – Coordination 0 out of water
Armour (4 points)

Fast (Minor) – Swims at Speed 9

Keen Senses (Minor) – Smell & hearing

Natural Weapon (Minor) – **Bite:** Strength +2 damage

Size: Huge (Minor)

STORY POINTS: 2-4

GREAT WHITE SHARK



AWARENESS	5	PRESENCE	4
COORDINATION	5	RESOLVE	5
INGENUITY	1	STRENGTH	8

SKILLS

Athletics 4, Fighting 5, Subterfuge 2, Survival 5

TRAITS

Alien Senses – Electoreceptors able to detect creatures at long range

Aquatic (Major) – Coordination 0 out of water

Armour (5 points)

Camouflage

Fast (Minor) – Swims at Speed 10

Fear Factor 1

Keen Senses (Minor) – Smell & hearing

Natural Weapon (Minor) – **Massive Jaws:**
Strength +4 damage

Size: Huge (Major)

STORY POINTS: 4-6

Largely fuelled by the novel and film *Jaws*, the **great white shark** has a reputation as a man-eater. Although this is an exaggeration, the great white has been responsible for the greatest number by far of unprovoked attacks on humans. The great white is found in coastal subtropical and temperate waters. Males tend to grow to 4 metres and females to 4.9 metres, with the record being 5.83 metres and around 2 tonnes.

Great whites are one of the few shark species to regularly lift their heads above the water to stare at objects such as potential prey.

With lengths of up to 18.8 metres, the **whale shark** is the largest living species of fish. It's a filter-feeder that eats plankton by opening its mouth and swimming forwards, pushing water and food into its mouth, located at the front of the head rather than under it. It still has multiple rows of teeth, but they're vestigial. Even its eyes having a covering of denticles.

Whale sharks are found in all tropical and warm-temperate seas. Despite their huge size, they are docile and pose no threat to humans. Younger whale sharks are known to play with divers.

Stingrays are members of the **ray** superorder of fish and, like sharks, are cartilaginous. They are flat-bodied, and most live on the sea floor. Like sharks, their skin contains a covering of protective denticles and they're able to detect the electromagnetic field generated by living creatures. There are over 220 known species of stingrays found in tropical and subtropical seas throughout the world. The **common stingray** is a typical example. It inhabits the north-eastern Atlantic Ocean and the Mediterranean and Black Seas. It grows to around 45cm across and has a venomous tail spine for defensive purposes. Its sting is painful but rarely fatal.

WHALE SHARK



AWARENESS	3	PRESENCE	4
COORDINATION	2	RESOLVE	2
INGENUITY	1	STRENGTH	16

SKILLS

Athletics 1, Fighting 1, Survival 3

TRAITS

Alien Senses – Electoreceptors able to detect creatures at long range

Aquatic (Major) – Coordination 0 out of water

Armour (6 points)

Environmental (Minor) – Can withstand deep ocean cold and pressure

Keen Senses (Minor) – Smell

Size: Colossal

Slow (Minor) – Swims at Speed 2

STORY POINTS: 3-5

COMMON STINGRAY



AWARENESS	3	PRESENCE	1
COORDINATION	4	RESOLVE	1
INGENUITY	1	STRENGTH	1

SKILLS

Athletics 3, Fighting 2, Subterfuge 3, Survival 4

TRAITS

Alien Senses – Electoreceptors able to detect creatures at long range

Aquatic (Major) – Coordination 0 out of water

Armour (1 point)

Fast (Major) – Can swim at Speed 6

Natural Weapon (Minor) – Defensive Sting:

Strength +1 damage, plus Poison if even a single point gets through

Poison 1

Size: Tiny (Minor)

STORY POINTS: 0-2

There are various species of **electric rays**, which are able to produce an electric discharge of up to 220 volts to stun their prey or in defence. The largest species is the **Atlantic torpedo**, measuring 1.5 to 1.8 metres across.

Electric rays are sluggish and slow moving, and are generally more active at night. Their electric shock is generated by a pair of kidney-shaped organs in the disc of its body, one on either side of its head.

ELECTRIC RAY



AWARENESS	3	PRESENCE	1
COORDINATION	2	RESOLVE	1
INGENUITY	1	STRENGTH	1

SKILLS

Athletics 3, Fighting 2, Subterfuge 3, Survival 4

TRAITS

Alien Senses – Electoreceptors able to detect creatures at long range

Aquatic (Major) – Coordination 0 out of water

Armour (1 point)

Environmental (Minor) – Can withstand deep ocean cold and pressure

Natural Weapon (Major) – Electric Shock: Can electrify the water around it to deliver S(1/S/S) damage to anything within a couple of metres; or if it manages to touch a victim (or predator), delivers 5(S/5/7) damage

Sprint (Minor) – Can swim at Speed 4 for a max of 2 Rounds

STORY POINTS: 0-2

GIANT MANTA RAY



AWARENESS	3	PRESENCE	4
COORDINATION	4	RESOLVE	2
INGENUITY	1	STRENGTH	8

SKILLS

Athletics 3, Fighting 1, Subterfuge 1, Survival 2

TRAITS

Alien Senses – Electoreceptors able to detect creatures at long range

Aquatic (Major) – Coordination 0 out of water

Armour (3 points)

Environmental (Minor) – Can withstand deep ocean cold and pressure (though they're more usually found in shallows)

Fast (Minor) – Can swim at Speed 6

Size: Huge (Major)

STORY POINTS: 2-4

The largest ray in the world is the **giant oceanic manta ray**, which can reach up to 9 metres in length and with a disc size of 7 metres (though the average is 4.5 metres). At the front, manta rays have a pair of forward-facing cephalic fins which can be rolled up for swimming or flared out to channel water into the manta's mouth while feeding.

The giant manta ray is an ocean-going species that migrates long distances to feed, and is found in tropical and temperate waters worldwide. They are largely filter-feeders but occasionally eat small fish.

FLIGHTLESS BIRDS

Ratites are the group of flightless birds that includes **ostriches, emus, rheas, cassowaries** and **kiwis**, plus the extinct **moa** and **elephant birds** (see page 102). There has been much scientific debate as to how closely they are all related and how far back a common ancestor existed.

There are two species of ostrich, the **common ostrich** and the **Somali ostrich**, the former of which is the largest living bird. But the size difference isn't sufficient to require separate stats. The common ostrich lives in much of sub-Saharan Africa, while the Somali ostrich is found only in the Horn of Africa. Ostriches have been domesticated and farmed in many countries around the world, and there is a feral population in Australia.

OSTRICH



AWARENESS	4	PRESENCE	2
COORDINATION	5	RESOLVE	1
INGENUITY	1	STRENGTH	4

SKILLS

Athletics 4, Fighting 2, Survival 3

TRAITS

Fast (Major) – Can run at Speed 10

Keen Senses (Minor) – Vision (+2 bonus)

STORY POINTS: 1-3

If threatened, an ostrich will either lie flat on the ground or run away, reaching speeds of over 60 km/h. If cornered, it can defend itself with a powerful kick. Ostriches have the largest eyeballs of any land vertebrate, giving them excellent vision, particularly over distances.

EMU/GREATER RHEA



AWARENESS	4	PRESENCE	2
COORDINATION	4	RESOLVE	1
INGENUITY	1	STRENGTH	2

SKILLS

Athletics 4, Fighting 2, Survival 3

TRAITS

Fast (Major) – Can run at Speed 8

STORY POINTS: 1-3

The **emu** of Australia and **rheas** of South America are similar in appearance to ostriches, but smaller in size. Whereas the common ostrich stands around 2 metres tall, an emu tends to be slightly shorter at 1.9 metres, and a **greater rhea** is 1.7 metres. A **lesser rhea** is only 1 metre tall (and has Size: Tiny (Minor) and Strength 1 applied to the above stats).

Like ostriches, both emus and rheas are fast runners, both being capable of speeds over 40km/h, and their powerful legs can be used to defend themselves.

CASSOWARY



AWARENESS	3	PRESENCE	2
COORDINATION	4	RESOLVE	3
INGENUITY	1	STRENGTH	3

SKILLS

Athletics 4, Fighting 3, Survival 4

TRAITS

Natural Weapon (Minor) – Dagger-Clawed

Kick: Strength +2 damage

Fast (Major) – Can run at Speed 8

STORY POINTS: 2-4

There are three species of **cassowaries** inhabiting north-eastern Australia and the islands of New Guinea and the Moluccas. The most common, the **southern cassowary**, is the one of the heaviest living birds, second only to the ostrich, and stands at up to 1.9 metres. The **northern cassowary** is about the same size, while the **dwarf cassowary** is significantly smaller and lighter (having Strength 2).

Cassowaries have a crest on top of their heads. Made of a bony substance and termed a casque, it helps regulate the birds' heat. The innermost of the three toes on each foot is tipped with a dagger-like claw up to 12cm long.

Cassowaries have a reputation for being aggressive, but deadly attacks on humans are rare. They eat fruit, seeds and small animals.

KIWI



AWARENESS	3	PRESENCE	1
COORDINATION	3	RESOLVE	1
INGENUITY	1	STRENGTH	1

SKILLS

Athletics 1, Subterfuge 4, Survival 1

TRAITS

Impaired Senses (Minor) – Vision (-2 penalty)

Keen Senses (Minor) – Hearing, smell & touch
(+2 bonus to each)

Size: Tiny (Major)

STORY POINTS: 0-1

Kiwis are different to all other ratites, being around the size of a chicken and lacking long legs and neck. There are five species, all endemic to New Zealand, though they're more closely related to the extinct elephant birds of Madagascar than they are to the moa of their own country.

Unlike other birds, the nostrils of a kiwi are at the end of its long bill, allowing it to sniff out invertebrates in the soil. Although its eyes are small, reflecting a nocturnal lifestyle, its other senses are acute, including its somatosensory system providing a heightened, vibrotactile sense of touch, particularly for its bill. However, the kiwi's nocturnal habits may be due to the introduction of invasive species, including humans, to New Zealand as, in sanctuaries with no predators, they are also seen to be active in daylight.

GIRAFFES

Giraffes are the tallest living land animal, easily identifiable by their extremely long neck and legs, and spotted coat. Until recently, they had been thought of as a single species with several subspecies, but recent research has reclassified them into four separate species.

Giraffes range over much of sub-Saharan Africa, usually inhabiting savannahs and woodlands. Fully grown adults can be as much as 5.7 metres tall. Their long necks are used in combat, known as necking, between male giraffes to determine dominance, during which their small horn-like ossicones may also be used. Against predators though, their best defence is either a powerful kick or to run away. Despite their size, giraffes can be

GIRAFFE



AWARENESS	3	PRESENCE	3
COORDINATION	4	RESOLVE	2
INGENUITY	1	STRENGTH	7

SKILLS

Athletics 3, Fighting 2, Survival 3

TRAITS

Camouflage – Among trees

Fast (Major) – Can run at Speed 9

Size: Huge (Minor)

STORY POINTS: 2-4

surprisingly difficult to spot standing among trees.

OKAPI



AWARENESS	3	PRESENCE	2
COORDINATION	4	RESOLVE	1
INGENUITY	1	STRENGTH	5

SKILLS

Athletics 3, Fighting 1, Survival 3

TRAITS

Alien Senses – Night vision

Camouflage

Fast (Major) – Can run at Speed 8

STORY POINTS: 1-3

Okapi belong to the same family as giraffes, though they lack the long neck and legs, and stand at around 1.5 metres at the shoulder. They are endemic to the Democratic Republic of the Congo, where they are found north and east of the Congo River. They live in heavily forested regions, in which their partially striped coat provides effective camouflage.

Although okapi are shy creatures, *The Hitchhiker's Guide to the Galaxy* tells us that Arthur Dent's only brother was nibbled to death by one!

HIPPOS

Hippos can be found in scattered populations throughout sub-Saharan Africa, inhabiting rivers, lakes and swamps. Males are particularly territorial, and there are frequent attacks on humans. They are easily capable of capsizing small boats and can run at 30km/h.

Although they spend most of their time in water, hippos are poor swimmers. Instead, they walk along the river or lake bottom, either with their nostrils held above the water or resurfacing every few minutes to breathe. Hippos have a very thick hide and secrete a

reddish substance which has an antibacterial quality and acts as a natural sunscreen.

The **pygmy hippopotamus** is, as its name suggests, much smaller. Whereas hippos weigh just under 1.5 tonnes, the pygmy hippo only reaches 200-250kg. It is found in the forests and swamps of West Africa, where it lives a nocturnal lifestyle.

Both species of hippos are herbivorous, and they each emerge from the water at dusk to forage.

HIPPOPOTAMUS



AWARENESS	3	PRESENCE	4
COORDINATION	2	RESOLVE	3
INGENUITY	1	STRENGTH	12

SKILLS

Athletics 2, Fighting 4, Survival 4

TRAITS

Armour (4 points)

Dependency (Minor) – Requires frequent access to water to keep their skin moist

Environmental (Minor) – Can remain submerged for several minutes

Fast (Minor) – Can run at Speed 6

Natural Weapon (Minor) – **Large Maw & Tusk-Like Teeth:** Strength +2 damage

Size: Huge (Major)

Trample

STORY POINTS: 4-6

PYGMY HIPPO



AWARENESS	3	PRESENCE	2
COORDINATION	2	RESOLVE	2
INGENUITY	1	STRENGTH	6

SKILLS

Athletics 2, Fighting 2, Survival 4

TRAITS

Armour (2 points)

Dependency (Minor) – Requires frequent access to water to keep their skin moist

Environmental (Minor) – Can remain submerged for several minutes

Fast (Major) – Can run at Speed 4

Natural Weapon (Minor) – **Tusk-Like Teeth:** Strength +2 damage

STORY POINTS: 2-4

HYENAS

Despite having a similarity to dogs, **hyenas** are actually more closely related to cats.

The **spotted hyena** is the largest of the four species and is also known as the **laughing hyena** because of the resemblance of its trademark yelps to giggling and maniacal laughter. The spotted hyena ranges across much of sub-Saharan Africa in many types of habitat. It's the most common large carnivore in Africa, and its success is down to its adaptability. The spotted hyena is primarily a hunter but is also a scavenger. It hunts alone or

in small or large groups, and will steal the kills of other predators if the opportunity arises. The jaws of the spotted hyena have a greater crushing strength than those of the brown bear.

**SPOTTED HYENA
(LAUGHING HYENA)**



AWARENESS	5	PRESENCE	4
COORDINATION	4	RESOLVE	3
INGENUITY	1	STRENGTH	3

SKILLS
Athletics 3, Fighting 4, Subterfuge 2, Survival 4

TRAITS
Alien Senses – Night vision
Fast (Major) – Can run at Speed 8
Keen Senses (Minor) – Smell (+2 bonus)
Natural Weapon (Minor) – Powerful Jaws:
 Strength +4 damage
Savage Roar – Its disconcerting laughter
Tough

STORY POINTS: 3-5

STRIPED HYENA



AWARENESS	5	PRESENCE	3
COORDINATION	4	RESOLVE	2
INGENUITY	1	STRENGTH	2

SKILLS
Athletics 3, Fighting 4, Subterfuge 3, Survival 4

TRAITS
Alien Senses – Night vision
Fast (Major) – Can run at Speed 8
Keen Senses (Minor) – Smell (+2 bonus)
Natural Weapon (Minor) – Powerful Jaws:
 Strength +4 damage

STORY POINTS: 2-4

Striped hyenas are native to north and eastern Africa, the Middle East into central Asia, and the Indian subcontinent. They are smaller than the spotted hyena and are primarily scavengers. If attacked, they have a habit of feigning death, but they will often stand their ground in disputes over food. Striped hyenas usually live alone or in pairs, and are only occasionally found in larger groups. They can be tamed and trained, much as dogs can be.

BROWN HYENA



AWARENESS	5	PRESENCE	2
COORDINATION	4	RESOLVE	2
INGENUITY	1	STRENGTH	2

SKILLS

Athletics 3, Fighting 4, Subterfuge 3, Survival 4

TRAITS

Alien Senses – Night vision

Fast (Major) – Can run at Speed 8

Keen Senses (Minor) – Smell (+2 bonus)

Natural Weapon (Minor) – **Powerful Jaws:**
Strength +4 damage

STORY POINTS: 2-4

Brown hyenas can be distinguished from other hyenas by their long, shaggy fur. They are the rarest of the hyena species and are found only in southern Africa, mainly in desert, semi-desert and savannah regions. The brown hyena can also be found close to urban areas.

Like spotted and striped hyenas, brown hyenas can crack open bones with their powerful jaws. They are primarily scavengers whose diet mainly consists of the remains of kills left by larger predators, and they are in fact poor at hunting.

Brown hyenas live in clans with a social structure similar to that of wolves. The hierarchy of the clan is maintained by ritualised aggressive displays and mock fights.

The **aardwolf** is the only hyena whose jaws are not designed for cracking open bone. Instead, it mainly eats insects and their larvae, termites in particular. It locates its prey by sound and the scent left by soldier termites. Unlike armadillos and anteaters, they don't destroy termite mounds by digging into them, but lick the insects from the ground with their long, sticky tongues.

Aardwolves are found in southern and east Africa, principally in shrubland environments. They are solitary, nocturnal animals. Aardwolves are not aggressive and will attempt to avoid any confrontations rather than fight.

AARDWOLF



AWARENESS	3	PRESENCE	2
COORDINATION	4	RESOLVE	2
INGENUITY	1	STRENGTH	1

SKILLS

Athletics 3, Fighting 1, Subterfuge 4, Survival 4

TRAITS

Alien Senses – Night vision

Fast (Minor) – Can run at Speed 6

Keen Senses (Minor) – Hearing & smell (+2 bonus for both)

Natural Weapon (Minor) – **Bite:** Strength +2 damage

Size: Tiny (Minor)

STORY POINTS: 1-3

JELLYFISH & HYDROZOANS

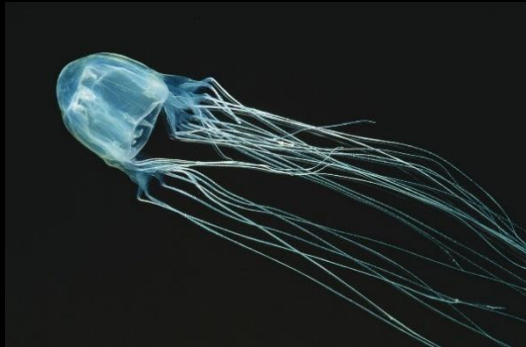
Jellyfish are the adult (medusa) phase in the lifecycle of certain invertebrate creatures called **Medusozoa**. Jellyfish tentacles are armed with millions of specialised stinging cells, and contact with them causes them to pierce the skin and inject their venom. Only some species' venom has an adverse reaction in humans, but the venom of some jellyfish is among the most toxic of all marine creatures, such as that of the **Australian box jellyfish**

and the **sea wasp**.

Hydrozoans are a class of Medusozoa, one of which, the **Portuguese man o'war**, is often mistaken for a jellyfish. In fact, it's actually a community of separate organisms (zooids), each having a specialised function. A man o'war's only means of movement is by wind and currents, with no propulsion of its own. Its tentacles, up to 30 metres long, deliver a venomous sting which is excruciatingly painful to humans but rarely lethal.

VENOMOUS JELLYFISH

e.g. box jellyfish, lion's mane jellyfish



AWARENESS	1	PRESENCE	1
COORDINATION	2	RESOLVE	1
INGENUITY	1	STRENGTH	*

*Automatically fails any contest of Strength against any foe whose Strength isn't also *

SKILLS

Fighting 1, Survival 3

TRAITS

Alien Organs (Minor)

Aquatic (Major) - Coordination is 0 out of water

Camouflage – Some species are difficult to see in the water

Poison 1-3 – Value depends on species

Size: Tiny (Major) – Some species may only be Minor; other may be large enough for the Size trait not to apply

STORY POINTS: 0-1

PORTUGUESE MAN O' WAR



AWARENESS	1	PRESENCE	1
COORDINATION	*	RESOLVE	1
INGENUITY	1	STRENGTH	*

*Automatically fails any contests of Strength or Coordination against any foe whose Strength or Coordination isn't also *

SKILLS

Survival 1

TRAITS

Alien Organs (Minor)

Aquatic (Major) - Coordination remains *

Dependency (Minor) – Dependent on wind and currents for movement

Poison 1

Size: Tiny (Minor) – Not counting the tendrils!

STORY POINTS: 0

LIZARDS

The **Gila monster** of the south-western United States and north-western Mexico is a species of venomous lizard which has a fearsome reputation. However, its sluggishness makes it a low threat to humans, and the venom of its bite is not usually fatal. Historic cases of death after being bitten only occurred in intoxicated victims or after mismanaged treatment of the wound. When a Gila monster bites, it usually won't let go and either the jaws must be pried apart or the monster submerged in water.

GILA MONSTER



AWARENESS	3	PRESENCE	1
COORDINATION	2	RESOLVE	1
INGENUITY	1	STRENGTH	1

SKILLS

Athletics 2, Fighting 2, Subterfuge 3, Survival 3

TRAITS

Alien Senses - Scent tasting

Armour (1 point)

Burrowing

Climbing (Minor)

Natural Weapon (Minor) – Bite: Strength +1 damage, plus Poison if it breaks the skin

Poison 1

Size: Tiny (Major)

Slow Reflexes

Weakness (Minor) – Cold: Has a -2 penalty to all rolls in cold conditions; becomes torpid in extreme cold

STORY POINTS: 0-1

BEADED LIZARD



AWARENESS	3	PRESENCE	1
COORDINATION	2	RESOLVE	1
INGENUITY	1	STRENGTH	1

SKILLS

Athletics 2, Fighting 2, Subterfuge 3, Survival 3

TRAITS

Alien Senses - Scent tasting

Armour (1 point)

Burrowing

Climbing (Minor)

Natural Weapon (Minor) – Chewing Bite:

Strength +2 damage, plus Poison if it breaks the skin

Poison 1

Quick Reflexes

Size: Tiny (Minor)

Weakness (Minor) – Cold: Has a -2 penalty to all rolls in cold conditions; becomes torpid in extreme cold

STORY POINTS: 0-1

Gila monsters are closely related to **beaded lizards**, so called because their scales are small and beadlike and underlaid by bony deposits. There are four species, all native to the deserts of Mexico and Guatemala, and all growing to sizes larger than the Gila monster's maximum length of 56cm. The bite of a beaded lizard is also venomous and, although the venom is weak, it can cause respiratory failure.

Numerous species of **monitor lizards** are found in Africa, Asia and Oceania, with one (the **West African Nile monitor**) found as an invasive species in the Americas. In Australia, they are known as **goannas**. Depending on the species, adult monitors are anywhere between 20cm to 3 metres long, the latter in the case of the **Komodo dragon**, the largest extant lizard. Although most are terrestrial, some are arboreal or semi-aquatic. Most monitor lizards are carnivorous, but some eat fruit and seeds. The stats provided below are for a moderately large species 1 to 2 metres in length.

All species of monitor lizards have a venomous bite, though not all venoms affect humans. Those that do may cause hypertension or

Inhibit blood coagulation. The Komodo dragon's venom also has a powerful neurotoxic effect, paralysing smaller animals and having similar but lesser effects on humans.

Komodo dragons are native to the Indonesian islands of Komodo, Rinca, Flores and Gili Motang. They are predators but will often also eat carrion, and will occasionally attack humans. Komodo dragon skin is reinforced by armoured scales containing bony material that acts as a kind of natural chainmail.

MONITOR LIZARD (GOANNA)



AWARENESS	3	PRESENCE	1
COORDINATION	3	RESOLVE	2
INGENUITY	1	STRENGTH	2

SKILLS
Athletics 2, Fighting 3, Subterfuge 2, Survival 4

TRAITS
Alien Senses - Scent tasting
Armour (1 point)
Climbing (Minor)
Natural Weapon (Minor) – Bite: Strength +2 damage
Poison 1
Weakness (Minor) – **Cold**: Has a -2 penalty to all rolls in cold conditions; becomes torpid in extreme cold

STORY POINTS: 1-3

KOMODO DRAGON



AWARENESS	3	PRESENCE	2
COORDINATION	2	RESOLVE	3
INGENUITY	1	STRENGTH	4

SKILLS
Athletics 2, Fighting 3, Subterfuge 2, Survival 4

TRAITS
Alien Senses - Scent tasting
Armour (2 points)
Impaired Senses (Minor) – Vision (-2 penalty)
Keen Senses (Minor) – Smell (+2 bonus)
Natural Weapon (Minor) – Bite: Strength +2 damage
Poison 2
Size: Huge (Minor)
Weakness (Minor) – **Cold**: Has a -2 penalty to all rolls in cold conditions; becomes torpid in extreme cold

STORY POINTS: 3-5

MANATEES & DUGONGS

There are four extant species of **manatees** and **dugongs** that make up the order **sirenians**, plus an extinct dugong, **Steller's sea cow** (see page 104). They are aquatic mammals that live in swamps, rivers and coastal marine waters. All are slow-moving herbivorous grazers. They have heavy bones to counteract the buoyancy of their blubber, though the latter is a thin layer only, leaving them sensitive to temperature fluctuations, which trigger migrations.

There is a single living species of dugong, which has a fluked, whale-like tail, unlike paddle-shaped manatee tails. It's found along coasts from the western Pacific to the east coast of Africa and into the Persian Gulf. The populations are fragmented and are shrinking.

MANATEE



AWARENESS	4	PRESENCE	2
COORDINATION	2	RESOLVE	2
INGENUITY	1	STRENGTH	5

SKILLS

Survival 2

TRAITS

Alien Senses - Vibrissae

Aquatic (Major) – Coordination 0 out of water; breathes air

Size: Huge (Minor)

Tough

STORY POINTS: 1-3

DUGONG



AWARENESS	3	PRESENCE	2
COORDINATION	2	RESOLVE	2
INGENUITY	1	STRENGTH	4

SKILLS

Survival 2

TRAITS

Alien Senses - Vibrissae

Aquatic (Major) – Coordination 0 out of water; breathes air

Impaired Senses – Vision (-2 penalty)

Keen Senses – Hearing (+2 bonus)

Size: Huge (Minor)

Tough

STORY POINTS: 1-3

MARSUPIALS

Although **marsupials** are most commonly identified with Australia, they are also found on several islands between Australia and mainland Asia, and in South and Central America, with one species, the **opossum**, reaching as far north as the United States.

Kangaroos are the largest extant marsupials, with four species, **red**, **eastern grey**, **western grey** and **antilopine kangaroos**, all endemic to Australia. The red kangaroo is the largest of these, with the males weighing up to 90kg. They're found throughout inland Australia away from coasts, the northern rainforests and

RED KANGAROO



AWARENESS	3	PRESENCE	2
COORDINATION	5	RESOLVE	3
INGENUITY	1	STRENGTH	4

SKILLS

Athletics 4, Fighting 3, Subterfuge 1, Survival 4

TRAITS

Environmental (Minor) – Can endure very high temperatures and go for months without drinking

Fast (Major) – Can bounce along at Speed 10

Leap x2 – Can leap up to 9 metres (2-3 metres vertically)

Natural Weapon (Minor) – Powerful Kick:
Strength +2 damage

STORY POINTS: 3-5

GREY KANGAROO



AWARENESS	3	PRESENCE	2
COORDINATION	4	RESOLVE	2
INGENUITY	1	STRENGTH	3

SKILLS

Athletics 4, Fighting 3, Subterfuge 1, Survival 3

TRAITS

Environmental (Minor) – Can go for months without drinking (they get enough water from their food)

Fast (Major) – Can bounce along at Speed 8

Natural Weapon (Minor) – Powerful Kick:
Strength +2 damage

Leap x2 – Can leap up to 8 metres (1.5 to 2 metres vertically)

STORY POINTS: 2-4

other more fertile areas, and have adapted to the hot dry conditions of the interior.

The two species of grey kangaroos are a little smaller at between 50kg and 60kg. Not surprisingly, the eastern grey lives in the eastern third of Australia, but the western grey lives across most of southern Australia. The antilopine kangaroo is found in the far north and is about the same size as the greys (so the same stats can be used).

Kangaroos are **macropods**, referring to their

large feet which allow them to bound along at high speed and are used for fighting. **Wallabies** are also macropods and are similar to kangaroos but much smaller (though still growing to up to two metres from head to tail tip). There are several dozen species, all native to Australia and New Guinea, with introduced populations living wild in the United Kingdom, New Zealand and Hawaii. Wallabies tend to inhabit forested or rocky areas that aren't suitable for the larger footed kangaroos.

Extant species of kangaroos and wallabies are all herbivorous, though there were omnivorous macropods in the past, now extinct.

WALLABY



AWARENESS	3	PRESENCE	1
COORDINATION	5	RESOLVE	1
INGENUITY	1	STRENGTH	2

SKILLS
Athletics 2, Fighting 1, Subterfuge 3, Survival 2

TRAITS
Environmental (Minor) – Can go for months without drinking (they get enough water from their food)
Fast (Minor) – Can bounce along at Speed 7
Keen Senses (Minor) – Smell & hearing (+2 bonus to both)
Leap x3 – Can leap up to 6 metres (2 metres vertically)

STORY POINTS: 1-2

Wombats are muscular, quadrupedal marsupials about a metre in length. They live in southern and eastern Australia, mainly in forested, mountainous and heathland areas.

Although they have a reputation for cuteness, wombats can be aggressive, either attacking with their sharp claws and teeth, or charging to bowl a victim over. If attacked though, the wombat's usual defence is to dive into a burrow and present its backside to its attacker. Its rear is composed mainly of cartilage, making for a robust barrier!

WOMBAT



AWARENESS	3	PRESENCE	1
COORDINATION	3	RESOLVE	2
INGENUITY	1	STRENGTH	2

SKILLS
Athletics 2, Fighting 3, Subterfuge 2, Survival 3

TRAITS
Burrowing
Environmental (Minor) – Can go for years without drinking (they get enough water from their food)
Fast (Major) – Can run at Speed 6
Impaired Senses (Minor) – Vision (-2 penalty)
Keen Senses (Minor) – Smell & hearing (+2 bonus to both)
Natural Weapon (Minor) – Sharp Claws & Teeth: Strength +1 damage
Size: Tiny (Minor)
Tough

STORY POINTS: 1-3

KOALA



AWARENESS	3	PRESENCE	1
COORDINATION	2	RESOLVE	1
INGENUITY	1	STRENGTH	1

SKILLS

Athletics 1, Subterfuge 4, Survival 2

TRAITS

Climbing (Minor)

Environmental (Minor) – Can go for years without drinking (so long as they can eat their usual eucalyptus leaves)

Keen Senses (Minor) – Hearing & smell (+2 bonus to both)

Size: Tiny (Major)

Slow Reflexes

STORY POINTS: 0-1

Koalas are an iconic Australian species and are found along the wooded southern and eastern regions. They're arboreal animals whose diet is almost exclusively comprised of eucalyptus leaves. These have so little nutritional value that the koala has a low-energy lifestyle, moving slowly, resting often and sleeping up to twenty hours a day. Their slow speed combined with the flammability of eucalyptus trees make them vulnerable to bushfires.

Koalas are subject to certain pathogens. In some koala populations, up to 90% of individuals are infected with chlamydia causing

blindness and infertility. There is also a koala retrovirus which can cause koala immune deficiency syndrome (KIDS), similar in effect to AIDS in humans.

TASMANIAN DEVIL



AWARENESS	3	PRESENCE	3
COORDINATION	3	RESOLVE	3
INGENUITY	1	STRENGTH	2

SKILLS

Athletics 2, Fighting 4, Subterfuge 2, Survival 2

TRAITS

Alien Senses – Whispers detect vibration & movement

Climbing (Minor)

Fast (Minor) – Can run at Speed 3

Keen Senses (Minor) – Hearing & smell (+2 bonus to both)

Natural Weapon (Minor) – Powerful Bite:
Strength +2 damage

Savage Roar – More like unearthly shrieking!

Size: Tiny (Minor)

STORY POINTS: 1-3

Tasmanian devils are ferocious carnivorous marsupials endemic to Tasmania, though formerly also found in mainland Australia. The Tasmanian devil is small but extremely noisy, making loud growls and shrieks, particularly when feeding. Since it was identified in 1996, devil facial tumour disease (a transmissible cancer) has ravaged the wild population. Research is ongoing to try to save the species.

MONOTREMES

Monotremes are the sole order of egg-laying mammals and are found only in Australia and New Guinea.

The four species of **echidnas** have protective quills and fill the ecological niche inhabited by anteaters and hedgehogs elsewhere in the world. They're found in forests and woodland, and eat insects and other small invertebrates. Echidnas shelter in the burrows of other animals such as wombats, sometimes while

they're still in use by them.

The **platypus**, sometimes called the **duck-billed platypus**, is semi-aquatic and inhabits streams and rivers on the eastern Australian mainland and Tasmania. Its distinctive duck-like bill houses electroreceptors to detect the electrical impulses of invertebrates. It's so sensitive that the platypus closes its eyes, ears and nostrils when it hunts underwater, relying solely on the bill. The platypus is also one of the few venomous mammals, delivering a painful venom from spurs on its hind feet.

ECHIDNA



AWARENESS	3	PRESENCE	1
COORDINATION	3	RESOLVE	1
INGENUITY	1	STRENGTH	1

SKILLS

Athletics 1, Fighting 1, Subterfuge 3, Survival 3

TRAITS

Alien Senses – Its snout's electrolocation helps it to detect prey underground

Burrowing

Keen Senses (Minor) – Smell (+2 bonus)

Size: Tiny (Major)

Special – Defensive Spines: Anyone attempting to grab or hit the echidna must make a successful contest of Coordination + Fighting (with the echidna having a +4 bonus) or take 1(1/1/2) damage

STORY POINTS: 0-1

PLATYPUS



AWARENESS	4	PRESENCE	1
COORDINATION	3*	RESOLVE	1
INGENUITY	1	STRENGTH	1

SKILLS

Athletics 3, Fighting 2, Subterfuge 4, Survival 3

TRAITS

Alien Senses – Its bill's electrolocation acts in place of its other senses to detect prey underwater

Impaired Senses (Minor) – Vision (-2 penalty)

Poison 1 – Delivered by a hit to bare skin by the venom spurs on its hind legs

***Semi-Aquatic** – Coordination 1 out of water

Size: Tiny (Major)

STORY POINTS: 0-1

MUSTELIDS

Mustelids are the family of mammals which includes **weasels**, **badgers**, **otters** and **wolverines** among their number. Half a dozen of the more recognisable of its sixty to seventy species are detailed here.

The **European** or **Eurasian badger** is an omnivorous scavenger. It's found throughout Europe with the exception of the Arctic north, and in parts of western Asia, and lives mainly in woodland or scrubland habitats. Badgers have powerful jaws and short legs designed for digging.

BADGER



AWARENESS	4	PRESENCE	2
COORDINATION	3	RESOLVE	2
INGENUITY	1	STRENGTH	2

SKILLS

Athletics 2, Fighting 3, Subterfuge 2, Survival 4

TRAITS

Burrowing

Fast (Minor) – Can run at Speed 4

Impaired Senses (Minor) – Vision (-2 penalty)

Keen Senses (Minor) – Smell (+2 bonus)

Natural Weapon (Minor) – **Claws & Powerful Bite:** Strength +2 damage

Size: Tiny (Minor)

Tough

STORY POINTS: 1-2

HONEY BADGER



AWARENESS	5	PRESENCE	3
COORDINATION	3	RESOLVE	4
INGENUITY	1	STRENGTH	3

SKILLS

Athletics 2, Fighting 4, Subterfuge 2, Survival 4

TRAITS

Burrowing

Fast (Minor) – Can run at Speed 4

Frenzy

Immunity – Snake venom

Keen Senses (Minor) – Smell (+2 bonus)

Natural Weapon (Minor) – **Large Claws &**

Powerful Bite: Strength +2 damage

Size: Tiny (Minor)

Tough

STORY POINTS: 2-4

Despite the name, **honey badgers** aren't badgers and are more closely related to another mustelid, the marten. They are found throughout sub-Saharan Africa and the Middle East, in parts of western Asia and in the Indian subcontinent. Honey badgers have a very diverse diet, including small birds and animals, eggs, bee larvae and honey, and roots and berries. They eat every part of a kill, including hair, feathers, skin and bones. Honey badgers have a reputation for being fearless, even attacking Cape buffaloes that stray too close to them, and reportedly seeing off lions and hyenas. They are immune to snake venom.

WOLVERINE



AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	5
INGENUITY	1	STRENGTH	3

SKILLS

Athletics 3, Fighting 4, Subterfuge 2, Survival 4

TRAITS

Climbing (Minor)

Environmental (Minor) – Adapted for cold environments

Fast (Minor) – Can run at Speed 4

Frenzy

Keen Senses (Minor) – Smell & hearing (+2 bonus to both)

Natural Weapon (Minor) – **Large Claws & Powerful Bite:** Strength +2 damage

Size: Tiny (Minor)

Tough

STORY POINTS: 3-5

Like honey badgers, **wolverines** are renowned for their fearlessness and ferocity. But in fact, there are many species which prey on wolverines, and the grey wolf is probably their primary predator, though there are also reports of wolverines chasing off much larger animals, such as bears.

Wolverines are found in the subarctic, tundra and boreal forest regions of the far north of Europe, Asia and America. They are the largest of the land-dwelling mustelids, with only the sea otter being larger. Wolverines are primarily scavengers, with most of their food being

MONGOOSE



AWARENESS	5	PRESENCE	2
COORDINATION	5	RESOLVE	3
INGENUITY	1	STRENGTH	1

SKILLS

Athletics 4, Fighting 5, Subterfuge 3, Survival 3

TRAITS

Burrowing

Fast (Major) – Can run at Speed 6

Immunity – Snake venom

Leap – Can jump up to 1.5 metres (50cm vertically)

Natural Weapon (Minor) – **Bite:** Strength +1 damage

Quick Reflexes

Size: Tiny (Major)

STORY POINTS: 2-4

carrion, especially during winter.

There are twenty-four species of **mongoose** spread across Asia, Africa and southern Europe. Their usual diet is comprised of small animals, birds, eggs, invertebrates and carrion, but several species are famous for being able to kill snakes. Mongooses are one of only four mammals to have evolved an immunity to snake venom (the others being honey badgers, hedgehogs and pigs, all the result of independent mutations). They are sometimes trained to kill snakes and other vermin, though in the wild, some species work in groups rather than individually to kill venomous snakes such as cobras.

Skunks are notorious for their ability to spray a noxious-smelling liquid from their anal scent glands as a defence mechanism. They are widely found throughout the Americas and are

popular pets in some states in the USA.

SKUNK



AWARENESS	4	PRESENCE	2
COORDINATION	3	RESOLVE	2
INGENUITY	1	STRENGTH	1

SKILLS
 Athletics 3, Fighting 3, Marksman 2, Subterfuge 2, Survival 3

TRAITS
Burrowing
Fast (Major) – Can run at Speed 2
Impaired Senses (Minor) – Vision (-2 penalty)
Keen Senses (Minor) – Hearing & smell (+2 bonus to both)
Natural Weapon (Minor) – Bite: Strength +1 damage
Size: Tiny (Major)
Special – Scent Spray: The skunk can use Coordination + Marksman to spray its scent up to 3 metres. Everyone nearby must make a successful Resolve + Survival roll or become unable to act for 10(5/10/15) Rounds due to vomiting and nausea. Anyone struck by the spray has a -4 penalty for this roll and must make a roll every Round until cleaned. In addition, if the skunk's roll to hit is Good or Fantastic, the target is blinded until medical aid is provided.

STORY POINTS: 1-3

GIANT OTTER



AWARENESS	5	PRESENCE	2
COORDINATION	4*	RESOLVE	2
INGENUITY	1	STRENGTH	2

SKILLS
 Athletics 4, Fighting 3, Subterfuge 2, Survival 4

TRAITS
Alien Senses – Whiskers sense vibrations in water to detect prey
Natural Weapon (Minor) – Bite: Strength +2 damage
***Semi-Aquatic** – Coordination 2 out of water

STORY POINTS: 2-4

Giant otters are the largest mustelid, growing up to 1.8 metres long, with the tail adding an additional 70cm. They range across north-central South America, but live principally in the Amazon River system and the surrounding wetlands that extend from Brazil into Bolivia and Paraguay.

Giant otters live in family groups of up to eight members and can be territorial against others. They feed mainly on fish, but occasionally also on crabs, snakes and even small caimans.

Giant otters in family groups have few predators. But solitary individuals may be prey to jaguars, cougars and anacondas.

PENGUINS

Although **penguins** are usually thought of as being creatures of the icy Antarctic, there are many species found in much warmer climes. Beyond the Antarctic Circle, major populations are found in Chile, Argentina, South Africa, Namibia, Australia, New Zealand, the Galapagos Islands and Ile aux Cochons (Pig Island), an uninhabited French territory in the Indian Ocean. In fact, only two species (the **emperor** and **Adélie penguins**) are permanent residents in Antarctica, though several others are seasonal visitors.

There are eighteen extant species of penguins, all but two of them standing below 90cm tall, with the smallest, the aptly named **little**

penguin (a.k.a. **little blue** or **fairy penguins**), only reaching 35-40cm. The two largest species are the **king penguin** at 90-95cm and the **emperor penguin**, at up to 110cm. These two large species are also much bulkier than their smaller cousins. Between 40 and 30 million years ago, several species of larger penguins existed, the tallest reaching 1.9 metres and the heaviest weighing 80-100kg, both being found in New Zealand.

Penguins are truly semi-aquatic birds, living half their lives on land and half in the water where they are far more agile. Most penguin species eat fish and other sea life, such as krill and squid, which they catch while swimming and swallow whole. Their tongues are spiny to enable them to grip slippery prey.

SMALL PENGUIN

e.g. little blue, rockhopper, Magellanic



AWARENESS	3	PRESENCE	1
COORDINATION	3*	RESOLVE	2
INGENUITY	1	STRENGTH	1

SKILLS: Athletics 3 (AoE: Swimming), Fighting 1, Survival 4

TRAITS

Environmental (Minor) – Most species are adapted for cold seas and/or Antarctic

***Semi-Aquatic** – Coordination 1 when out of water

Size: Tiny (Minor)

STORY POINTS: 1-2

KING/EMPEROR PENGUIN



AWARENESS	3	PRESENCE	1
COORDINATION	3*	RESOLVE	2
INGENUITY	1	STRENGTH	1

SKILLS: Athletics 3 (AoE: Swimming), Fighting 1, Survival 4

TRAITS

Environmental (Minor) – Adapted for cold seas (and the emperor for life in the Antarctic)

***Semi-Aquatic** – Coordination 1 when out of water

STORY POINTS: 1-3



PIGS & PECCARIES

Wild boars and their many subspecies, including **domestic** and **feral pigs**, are members of the **suidae** family and were originally native to Europe, Asia and Africa. They have since been introduced into the Americas, Australia, New Zealand and many other islands, either deliberately or by accident.

The size and weight of wild boar varies according to its local environment and the food available to it. In Mediterranean regions, males may be as small as 50kg; in western and central Europe, they can be up to 200kg; in north-

eastern Asia, they can grow to the size of brown bears; and even larger boars have been reported from remote regions of China and Russia. The stats provided here are for a mid-large boar and can be adjusted as desired.

WILD BOAR (WILD PIG)



AWARENESS	3	PRESENCE	3
COORDINATION	4	RESOLVE	3
INGENUITY	1	STRENGTH	5

SKILLS

Athletics 3, Fighting 3, Survival 4

TRAITS

Fast (Minor) – Can run at Speed 6

Immunity – Snake venom

Impaired Senses (Minor) – Vision (-2 penalty)

Keen Senses (Minor) – Hearing & smell (+2 bonus to both)

Natural Weapon (Minor) – Tusks: Strength +2 damage

Tough

STORY POINTS: 3-5

BUSHPIG



AWARENESS	3	PRESENCE	2
COORDINATION	4	RESOLVE	2
INGENUITY	1	STRENGTH	3

SKILLS

Athletics 3, Fighting 3, Survival 4

TRAITS

Fast (Minor) – Can run at Speed 6

Impaired Senses (Minor) – Vision (-2 penalty)

Keen Senses (Minor) – Hearing & smell (+2 bonus to both)

Natural Weapon (Minor) – Tusks: Strength +2 damage

Tough

STORY POINTS: 2-4

Bushpigs are a species of pig from east and southern Africa that usually grow to 80kg (but can be much larger) and are characterised by their tufted ears. They are very aggressive and considered highly dangerous animals. Bushpigs are also very destructive in agricultural areas, digging up, eating and trampling crops.

WARTHOG



AWARENESS	3	PRESENCE	2
COORDINATION	3	RESOLVE	2
INGENUITY	1	STRENGTH	4

SKILLS

Athletics 3, Fighting 3, Subterfuge 1, Survival 4

TRAITS

Burrowing

Fast (Major) – Can run at Speed 6

Impaired Senses (Minor) – Vision (-2 penalty)

Keen Senses (Minor) – Hearing & smell (+2 bonus to both)

Natural Weapon (Minor) – Tusks: Strength +2 damage

Tough

STORY POINTS: 2-4

There are two species of **warthog**: the **common warthog** (with four subspecies) in much of sub-Saharan Africa; and the **desert warthog** in a limited part of East Africa.

Warthogs have large, almost misshapen heads, and both males and females have two pairs of sharp tusks which are used for fighting other hogs or in defence against predators. They dig burrows, and if attacked, will retreat into them backwards so that the attacker is faced with the sharp tusks.

PECCARY



AWARENESS	3	PRESENCE	2
COORDINATION	3	RESOLVE	2
INGENUITY	1	STRENGTH	2

SKILLS

Athletics 3, Fighting 3, Survival 4

TRAITS

Burrowing

Fast (Major) – Can run at Speed 6

Keen Senses (Minor) – Smell (+2 bonus)

Natural Weapon (Minor) – Tusks: Strength +2 damage

STORY POINTS: 1-3

Peccaries aren't pigs but are from a closely related family and look very similar. But they are much smaller, only reaching up to 40kg, and their tusks are short and straight. Like pigs, peccaries live in herds (called squadrons and averaging six to nine members) and are omnivorous creatures.

Peccaries are found throughout much of Central and South America, and where feral pigs are also found, the two are often mistaken for each other. Mayans used to keep herds of peccaries for food and for use in rituals, and in modern times they are kept as pets and raised on farms in many countries.

PRIMATES

Lemurs are endemic to Madagascar and evolved there independently from **monkeys** and **apes**. There are around a hundred species of lemurs, which tend to be small with long snouts and tails. They mainly live in trees and are nocturnal. The smallest is the **mouse lemur** at only 30-60g, while the largest is the **indri** at around 9kg. Their methods of movement are varied, but perhaps the most familiar is jumping, as typified by the **ring-tailed lemur**.

LEMUR

e.g. ring-tailed lemur, red lemur, indri



AWARENESS	4	PRESENCE	2
COORDINATION	5	RESOLVE	1
INGENUITY	1	STRENGTH	1

SKILLS

Athletics 4, Fighting 2, Subterfuge 3, Survival 3

TRAITS

Alien Senses – Pheromone detection

Climbing (Minor)

Keen Senses (Minor) – Smell (+2 bonus)

Leap x4 – Lemurs can leap up to 16 times their body length (up to 10 metres for the largest species)

Natural Weapon (Minor) – **Bite:** Strength +1 damage

Size: Tiny (Major) – The indri has this at Minor level, giving it Speed 4 instead of 3 (but Strength is unchanged)

STORY POINTS: 1-3

SMALL-MEDIUM MONKEY

e.g. capuchin, spider monkey, colobus



AWARENESS	4	PRESENCE	2
COORDINATION	5	RESOLVE	2
INGENUITY	1	STRENGTH	2*

SKILLS

Athletics 5, Fighting 3, Subterfuge 3, Survival 4

TRAITS

Climbing (Minor)

Fast (Minor) – Can run (and brachiate) at Speed 6

Keen Senses (Minor) – Smell (+2 bonus)

Leap x5 – Some species can leap up to 5 metres, maybe more

Natural Weapon (Minor) – **Bite:** Strength +1 damage

***Size: Tiny (Minor)** – Smaller species have this at Major level, reducing their Strength to 1 and Speed to 4

Swinger

Some species also have **Additional Limbs** for their prehensile tails, capable of gripping branches or holding objects.

STORY POINTS: 1-3

Monkeys are found in Central and South America (termed **New World monkeys**) and in Africa and Asia (**Old World monkeys**). The smaller species are arboreal animals which have evolved for living in the forest canopy.

Some New World monkeys, such as the **spider monkey**, have prehensile tails which they use to hold objects or grasp branches while moving through the trees. Some of the larger species, such as **baboons** and **mandrills**, spend more time on the ground.

Monkeys have a varied diet. Many small species eat fruit, seeds and nuts, while some larger ones add meat to their diet. Monkeys can be aggressive, and larger examples have savage bites. Despite this, some species are kept as pets or trained to be service or support animals. Others may be used in scientific experiments and, historically, in space exploration programmes.

Gibbons are termed **lesser apes**, differing from the **great apes** in a number of ways: they are smaller; they frequently form long-term pair bonds; and their main means of locomotion is brachiation. In fact, they're the mammal which is able to swing through the trees the fastest, helped by having biaxial wrists like a ball-and-socket joint.

There are twenty species of gibbons, inhabiting tropical and subtropical forests from north-east India through to southern China and in Indonesia. Their diet is mainly fruit-based, but supplemented with other vegetation, eggs and insects. Gibbons defend their territories with vocal songs much louder than any human's.

LARGE MONKEY

e.g. mandrill, baboon, howler monkey



AWARENESS	4	PRESENCE	3
COORDINATION	4	RESOLVE	3
INGENUITY	1	STRENGTH	3

SKILLS

Athletics 4, Fighting 4, Subterfuge 2, Survival 4

TRAITS

Climbing (Minor)

Fast (Minor) – Can run at Speed 6

Frenzy

Keen Senses (Minor) – Smell (+2 bonus)

Leap x2 – Larger monkeys can leap up to 3-4 metres

Natural Weapon (Minor) – **Bite:** Strength +2 damage

Savage Display

STORY POINTS: 2-4

GIBBON



AWARENESS	4	PRESENCE	2
COORDINATION	5	RESOLVE	2
INGENUITY	1	STRENGTH	3

SKILLS

Athletics 6, Fighting 3, Subterfuge 2, Survival 4

TRAITS

Climbing (Minor)

Fast (Minor) – Can run (and brachiate) at Speed 6

Keen Senses (Minor) – Smell (+2 bonus)

Leap x4 – Can leap up to 10 metres

Natural Weapon (Minor) – **Bite:** Strength +2 damage

Size: Tiny (Minor)

Swinger

STORY POINTS: 2-4

The **great apes** consist of **bonobos**, **chimpanzees**, **orangutans** and **gorillas**.

BONOBO



AWARENESS	4	PRESENCE	2
COORDINATION	4	RESOLVE	2
INGENUITY	1	STRENGTH	3

SKILLS
Athletics 4, Fighting 2, Subterfuge 2, Survival 4

TRAITS
Climbing (Minor)
Natural Weapon (Minor) – Bite: Strength +2 damage
Swinger

STORY POINTS: 3-5

Bonobos were initially considered to be a subspecies of the **chimpanzee**, but they were later reclassified as a distinct species. They are smaller than chimpanzees, with pinker lips and a darker face, and they exhibit significant differences in behaviour. Their diet is primarily fruit, whereas chimpanzees are omnivorous and hunt small monkeys and deer. Bonobos are limited to the forest regions of the Congo Basin within the Democratic Republic of the Congo. They have a matriarchal society with sexual activity playing a major role. Although some research indicates that they are more peaceful than chimpanzees, other research indicates they may be just as aggressive.

Chimpanzees are more robust than bonobos and are remarkably strong for their size, estimated to be 50% stronger by weight than a human. There are four confirmed subspecies (plus a possible fifth) in separate locations in West Africa.

DNA sequencing has shown chimps to be the closest living relative to humans. They are highly intelligent, demonstrating the ability to learn symbols for communication, the use of tools such as twigs to catch termites, sharpened sticks for hunting and rocks to crack nuts, and cooperation to achieve common goals. Like bonobos, chimpanzees are adapted for arboreal and ground movement, using both brachiation and knuckle-walking, though chimps are the more adept at bipedal walking.

CHIMPANZEE



AWARENESS	4	PRESENCE	2
COORDINATION	4	RESOLVE	3
INGENUITY	1	STRENGTH	5

SKILLS
Athletics 4, Fighting 4, Subterfuge 2, Survival 4

TRAITS
Climbing (Minor)
Frenzy
Natural Weapon (Minor) – Bite: Strength +2 damage
Swinger

STORY POINTS: 4-6

ORANGUTAN



AWARENESS	4	PRESENCE	3
COORDINATION	4	RESOLVE	2
INGENUITY	1	STRENGTH	6

SKILLS

Athletics 4, Fighting 3, Subterfuge 2, Survival 3

TRAITS

Climbing (Minor)

Natural Weapon (Minor) – Bite: Strength +2 damage

Swinger

Tough

STORY POINTS: 3-5

Orangutans are found only on Borneo and Sumatra. They are the most arboreal of the great apes, spending most of their time in trees, and have proportionately long arms and short legs. Adult males weigh around 75kg, and the dominant ones are distinguished by their distinctive cheek flanges. Orangutans mainly eat fruit, but supplement it with other vegetation, insects, honey and eggs.

Orangutans are one of the most intelligent primates. Studies indicate that they can plan in advance, communicate about abstract concepts, mimic new sounds and laugh. They also use tools and build complex nests for sleeping in each night. One has even been observed using chewed vine leaves as a poultice on a wound.

GORILLA



AWARENESS	4	PRESENCE	5
COORDINATION	3	RESOLVE	4
INGENUITY	1	STRENGTH	8

SKILLS

Athletics 4, Fighting 3, Subterfuge 2, Survival 3

TRAITS

Climbing (Minor) – Lowland gorillas climb trees, but mountain gorillas rarely do

Fast (Major) – Can run at Speed 6

Frenzy

Keen Senses (Minor) – Smell (+2 bonus)

Natural Weapon (Minor) – Bite: Strength +2 damage

Savage Display

Tough

STORY POINTS: 4-6

There are two species of **gorilla**, the **western** and **eastern gorillas**, both found in the tropical forests of equatorial Africa. They are the largest living primates, reaching weights of up to 270kg. Their size makes them unsuited for an arboreal life and they are largely ground-dwelling. Gorillas live in troops with a male silverback as leader. Like other great apes, they have been observed to use tools.

Although they're the largest and strongest primate, gorillas rarely resort to fighting and prefer to resolve disputes through threat displays such as chest-beating.

RACOONS

The **raccoon** (sometimes called the **common raccoon** or **northern raccoon** to differentiate it from other species) is found throughout North America from Canada to as far south as Panama. They grow up to 70cm long plus tail, and are easily recognised by their dark bandit's mask and ringed tail.

Raccoons are nocturnal and omnivorous, and are considered to be intelligent, being able to open complex locks and remember solutions to tasks for at least three years. They have a highly attuned sense of touch, with hyper-sensitive front paws with vibrissae situated

above them. This gives rise to the myth that raccoons wash their food, as they will often dabble with objects underwater to examine them, the water heightening their touch.

Raccoons are deft climbers and one of the few mammals of its size to be able to climb down a tree head first. If threatened, their instinct is to climb.

The **Snake River Valley raccoon** is the largest of the twenty-two subspecies of the common raccoon. It is found in several river valleys along the Pacific Coast of the United States.

COMMON RACCOON (NORTHERN RACCOON)



AWARENESS	5	PRESENCE	2
COORDINATION	4	RESOLVE	2
INGENUITY	1	STRENGTH	1

SKILLS

Athletics 4, Fighting 2, Subterfuge 4, Survival 4

TRAITS

Climbing (Minor)

Fast (Minor) – Can run at Speed 3

Keen Senses (Minor) – Hypersensitive touch & night vision

Natural Weapon (Minor) – Bite: Strength +1 damage

Size: Tiny (Major)

STORY POINTS: 1-3

SNAKE RIVER VALLEY RACCOON



AWARENESS	5	PRESENCE	2
COORDINATION	4	RESOLVE	2
INGENUITY	1	STRENGTH	2

SKILLS

Athletics 4, Fighting 2, Subterfuge 4, Survival 4

TRAITS

Climbing (Minor)

Fast (Minor) – Can run at Speed 4

Keen Senses (Minor) – Hypersensitive touch & night vision

Natural Weapon (Minor) – Bite: Strength +2 damage

Size: Tiny (Minor)

STORY POINTS: 1-3

RHINOS

The **black rhinoceros** is native to eastern and southern Africa. Its colour actually varies from brown to grey, and its name is to differentiate it from the **white rhinoceros**. The black rhino is a browser and has a pointed and flexible top lip used to pluck leaves and twigs, giving it its alternative name of **hook-lipped rhinoceros**.

The black rhino is the smaller of the two African species, normally weighing up to 1.4 tonnes, compared to over 2 tonnes for the white rhino.

Although there is some debate, the white rhino's name is often thought to be a mispronunciation of the Afrikaans word "wyd", meaning wide and referring to its mouth. As a grazer, it has a flat lip more suited to eating grass, and is occasionally called the **square-lipped rhinoceros**. The southern subspecies of the white rhino is found in southern Africa, while the last few of the northern subspecies were in the Democratic Republic of the Congo as at 2005, but it may now be extinct.

BLACK RHINO



AWARENESS	2	PRESENCE	4
COORDINATION	2	RESOLVE	4
INGENUITY	1	STRENGTH	11

SKILLS

Athletics 3, Fighting 3, Survival 3

TRAITS

Armour (4 points)

Charge

Impaired Senses (Minor) – Vision (-2 penalty)

Keen Senses (Minor) – Hearing & smell (+2 bonus to both)

Natural Weapon (Minor) – **Horn:** Strength +2 damage

Size: Huge (Major)

Sprint (Minor) – Can sprint at Speed 8 for up to 2 Rounds

STORY POINTS: 3-5

WHITE RHINO



AWARENESS	2	PRESENCE	4
COORDINATION	2	RESOLVE	4
INGENUITY	1	STRENGTH	13

SKILLS

Athletics 3, Fighting 3, Survival 3

TRAITS

Armour (4 points)

Charge

Impaired Senses (Minor) – Vision (-2 penalty)

Keen Senses (Minor) – Hearing & smell (+2 bonus to both)

Natural Weapon (Minor) – **Horn:** Strength +2 damage

Size: Huge (Major)

Sprint (Minor) – Can sprint at Speed 8 for up to 2 Rounds

STORY POINTS: 4-6

The **Indian rhinoceros**, unlike both African species, has a single horn. Its thick hide has distinct pinkish folds. Its range is limited to a few areas of southern Nepal, northern West Bengal and the Brahmaputra Valley in eastern India, with small numbers occasionally crossing into Myanmar. Like all rhinos, they are solitary animals. They have poor eyesight but excellent senses of smell and hearing. Rhinos are renowned for being bad-tempered.

INDIAN RHINO



AWARENESS	2	PRESENCE	4
COORDINATION	2	RESOLVE	4
INGENUITY	1	STRENGTH	12

TRAITS

Armour (4 points)

Charge

Impaired Senses (Minor) – Vision (-2 penalty)

Keen Senses (Minor) – Hearing & smell (+2 bonus to both)

Natural Weapon (Minor) – **Horn:** Strength +2 damage

Size: Huge (Major)

Sprint (Minor) – Can sprint at Speed 8 for up to 2 Rounds

STORY POINTS: 3-5

The **Javan rhino** is superficially similar to the Indian rhino, having the same skin folds, but is smaller (having Strength 10). It's known to survive in small numbers only in the Ujung Kulon National Park in Java and is considered to be critically endangered.

SUMATRAN RHINO



AWARENESS	2	PRESENCE	3
COORDINATION	3	RESOLVE	3
INGENUITY	1	STRENGTH	8

SKILLS

Athletics 3, Fighting 3, Survival 3

TRAITS

Armour (2 points)

Charge

Impaired Senses (Minor) – Vision (-2 penalty)

Keen Senses (Minor) – Hearing & smell (+2 bonus to both)

Natural Weapon (Minor) – **Horn:** Strength +2 damage

Size: Huge (Minor)

Sprint (Minor) – Can sprint at Speed 8 for up to 3 Rounds

STORY POINTS: 2-4

The **Sumatran rhino** is the smallest of the five species and survives only on Sumatra, though there were reports of sightings in mainland Asia as recently as the 1990s. A solitary female was discovered in Borneo in 2016 and was transferred to a sanctuary to ensure her survival, and Malaysia is using stem cell technology to try to reverse the local extinction.

The Sumatran rhino has two horns, the same as African rhinos, but its skin has folds similar to that of the Indian rhino. Its hide is relatively thin compared to other species, with little subcutaneous fat.

RODENTS

Rats are almost ubiquitous where there are humans, though there are a few rat-free areas in the world (most notably Alberta), as they're invasive animals that followed human expansion. Among other things, rats are blamed for ecological damage, the extinction of other species, the spread of disease and the destruction of crops, and are almost universally viewed as vermin. They are also very intelligent and make good pets.

Individually, a rat is not highly dangerous to humans, though it may bite or pass disease, but they breed and swarm in huge numbers.

There are two species of **beavers**, the **North American beaver** and the **Eurasian beaver**. The former is found throughout Canada and the United States and in northern Mexico, and was introduced into Finland. The range of the Eurasian beaver covers much of Europe and western Russia, and it has been reintroduced into Britain. Beavers have chisel-like incisors and powerful chewing muscles, enabling them to eat timber, and they famously construct dams and lodges which flood large areas. The beaver's large, flat tail is used as a rudder when swimming, stores fat for the winter and acts to regulate body heat.

RAT PACK



AWARENESS	4	PRESENCE	1
COORDINATION	3	RESOLVE	1
INGENUITY	1	STRENGTH	1

SKILLS

Athletics 3, Fighting 3, Survival 5

TRAITS

Burrowing

Climbing (Minor)

Fear Factor 1

Infection – Rats often carry diseases

Natural Weapon (Minor) – Multiple Bites:
Strength +1 damage

Swarm – Value depends on size of pack

STORY POINTS: 0-2

BEAVER



AWARENESS	3	PRESENCE	1
COORDINATION	3*	RESOLVE	2
INGENUITY	1	STRENGTH	1

SKILLS

Athletics 1, Fighting 2, Subterfuge 2, Survival 3

TRAITS

Impaired Senses (Minor) – Vision (+2 penalty)

Keen Senses (Minor) – Hearing, smell & touch
(+2 bonus to each)

Natural Weapon (Minor) – Razor-Sharp

Incisors: Strength +2 damage

***Semi-Aquatic** – Coordination 1 out of water

Size: Tiny (Minor)

STORY POINTS: 1-2

CAPYBARA



AWARENESS	3	PRESENCE	2
COORDINATION	3	RESOLVE	2
INGENUITY	1	STRENGTH	2

SKILLS

Athletics 2, Fighting 2, Subterfuge 2, Survival 3

TRAITS

Environmental (Minor) – Can remain underwater for up to 5 minutes

Fast (Major) – Can run at Speed 6 (but swims at Speed 3)

Keen Senses (Minor) – Hearing & smell (+2 bonus to each)

STORY POINTS: 1-3

Capybara are the largest species of rodents and are found in much of South America, in woodland near bodies of water. They have also been introduced (or escaped from captivity) in various countries elsewhere. Capybara are a semi-aquatic species (but are not significantly hindered on land) and can hold their breath underwater for up to five minutes, a trick they use to avoid threats. They often sleep underwater with only their noses above the surface. Capybara are herbivores, feeding on aquatic plants and grasses. They live in groups of up to 20 individuals, with more in the dry season. The capybara's main predators are jaguars, cougars, harpy eagles, caimans, anacondas and piranhas.

Porcupines are divided into **Old World porcupines** (found in Africa, western and

NORTH AMERICAN PORCUPINE



AWARENESS	3	PRESENCE	2
COORDINATION	2	RESOLVE	2
INGENUITY	1	STRENGTH	1

SKILLS: Athletics 2, Fighting 2, Subterfuge 3, Survival 3

TRAITS

Climbing (Minor)

Keen Senses (Minor) – Hearing & smell (+2 bonus to each)

Natural Weapon (Minor) – Tail Swipe: Strength +2 damage; on a Good or Fantastic result, the spines remain in the opponent's flesh and removal may cause additional damage

Special – Defensive Spines: Anyone attempting to grab or hit the porcupine must make a successful contest of Coordination + Fighting (with the porcupine having a +4 bonus) or take 2(1/2/3) damage; on a Bad or Disastrous result, the barbed spines remain in the assailant's flesh, as above

STORY POINTS: 1-3

southern Asia, and Italy) and **New World porcupines** (in North America and northern South America). The two groups aren't closely related, despite similar appearances. The **North American porcupine** is the largest of the New World species, growing up to 90cm plus tail. Its quills are barbed and detachable, and are used in defence, particularly by means of a tail swipe. They are difficult and painful for a victim to remove.

SEALS, SEA LIONS & WALRUSES

Taxonomically, **seals**, **sea lions** and **walruses** are known as **pinnipeds** (meaning fin-foot). Seals are also called **earless** or **true seals**. They lack visible ear flaps, have small flippers and wriggle on their bellies on land.

The **common seal** (or **harbour seal**) is the most widespread of all pinniped species and is found along the Arctic and temperate coastlines of the northern hemisphere. They are solitary except when “hauled out” of the water to rest and during the breeding season (winter or spring, depending on the location).

COMMON SEAL (HARBOUR SEAL)



AWARENESS	3	PRESENCE	2
COORDINATION	3*	RESOLVE	2
INGENUITY	1	STRENGTH	3

SKILLS

Athletics 3, Fighting 2, Subterfuge 2, Survival 3

TRAITS

Alien Senses – Whiskers sense vibrations in water

Environmental (Minor) – Resistant to cold

Fast (Minor) – Can swim at Speed 4

Natural Weapon (Minor) – **Bite:** Strength +2 damage

***Semi-Aquatic** – Coordination 1 out of water
Tough

STORY POINTS: 2-4

Grey seals are found on both American and European shorelines of the North Atlantic. They are larger than common seals at over 2 metres long and have larger snouts.

Both common and grey seals eat a wide variety of fish, but grey seals also take other marine creatures such as squid and lobster.

GREY SEAL



AWARENESS	3	PRESENCE	2
COORDINATION	3*	RESOLVE	2
INGENUITY	1	STRENGTH	4

SKILLS

Athletics 3, Fighting 2, Subterfuge 2, Survival 3

TRAITS

Alien Senses – Whiskers sense vibrations in water

Environmental (Minor) – Resistant to cold

Natural Weapon (Minor) – **Bite:** Strength +2 damage

***Semi-Aquatic** – Coordination 1 out of water
Tough

STORY POINTS: 2-4

Leopard seals inhabit the pack ice around Antarctica, but vagrant individuals have been spotted in South America, New Zealand and even Australia. They are large predators which prey on krill, fish, squid, other seals and birds, primarily penguins. They grow to over 3 metres in length and have massive jaws, with front teeth like those of carnivores, but back molars which can lock together to sieve krill.

Although attacks on humans are rare, a leopard seal chased one of Ernest Shackleton's men across the ice when his 1914-16 Expedition was stranded in Antarctica.

LEOPARD SEAL



AWARENESS	3	PRESENCE	4
COORDINATION	3*	RESOLVE	3
INGENUITY	1	STRENGTH	6

SKILLS

Athletics 3, Fighting 4, Subterfuge 2, Survival 4

TRAITS

Alien Senses – Whiskers sense vibrations in water

Environmental (Minor) – Adapted for life in the Antarctic

Fast (Major) – Can swim at Speed 8

Natural Weapon (Minor) – **Bite:** Strength +2 damage

***Semi-Aquatic** – Coordination 1 out of water

Size: Huge (Minor)

Tough

STORY POINTS: 3-5

SOUTHERN ELEPHANT SEAL



AWARENESS	4	PRESENCE	4
COORDINATION	3*	RESOLVE	3
INGENUITY	1	STRENGTH	10

SKILLS:

Athletics 1, Fighting 4, Subterfuge 1, Survival 4

TRAITS

Alien Senses – Whiskers sense vibrations in water

Armour (4 points)

Environmental (Minor) – Adapted for life in the Antarctic and for deep ocean diving

Natural Weapon (Minor) – **Bite:** Strength +2 damage

***Semi-Aquatic** – Coordination 1 out of water

Size: Huge (Major)

Savage Roar

STORY POINTS: 3-5

There are two species of **elephant seal**, the **northern** and **southern elephant seals**, of which the latter is the largest species of pinnipeds, growing to over 3 tonnes (while the former has Strength 8). Their name is derived from the enlarged proboscis or trunk that the males grow in adulthood. It is used to enhance their bellows during the mating season and also acts to reabsorb moisture from their exhalations. The northern species is found in the eastern Pacific from Baja California to Alaska, while the southern species inhabits Antarctica, southern South America and the southern Atlantic, Pacific and Indian oceans.

Sea lions, also known as **fur seals** or **eared seals**, have small but visible ear flaps and larger flippers than true seals, and can use them to walk on land. There are six extant species found from subarctic to tropical oceans in both northern and southern hemispheres.

The **California sea lion** is a large species, with males weighing around 350kg (though the largest species, **Steller's sea lion**, weighs up to 1 tonne and has Strength 7). It is found on the Pacific coast of North America, from Alaska to Mexico. California sea lions are intelligent and have limited fear of humans, and are trained by the US Navy for use in military operations.

CALIFORNIA SEA LION



AWARENESS	3	PRESENCE	2
COORDINATION	4*	RESOLVE	3
INGENUITY	1	STRENGTH	5

SKILLS

Athletics 4, Fighting 3, Subterfuge 2, Survival 3

TRAITS

Alien Senses – Whiskers sense vibrations in water

Environmental (Minor) – Resistant to cold

Fast (Major) – Can swim at Speed 8

Natural Weapon (Minor) – **Bite**: Strength +2 damage

***Semi-Aquatic** – Coordination 2 out of water
Tough

STORY POINTS: 2-4

WALRUS



AWARENESS	3	PRESENCE	4
COORDINATION	3*	RESOLVE	2
INGENUITY	1	STRENGTH	8

SKILLS

Athletics 1, Fighting 4, Subterfuge 1, Survival 4

TRAITS

Alien Senses – Whiskers sense vibrations in water

Armour (4 points)

Environmental (Minor) – Adapted for life in the Arctic

Impaired Senses (Minor) – Long-range vision (-2 penalty)

Natural Weapon (Minor) – **Tusks**: Strength +2 damage

***Semi-Aquatic** – Coordination 1 out of water

Size: Huge (Minor)

Sprint (Minor) – Can swim at Speed 8 for a max of 3 Rounds

STORY POINTS: 2-4

Walruses are characterised by their tusks and by their large size, weighing up to 2 tonnes. They are found in the Arctic Ocean and northern subarctic seas. Walruses spend much of their time on the sea ice and in shallow water feeding on bivalve molluscs and other marine organisms. Their search for food helps the spread of nutrients in the seabed, making them a keystone species of the Arctic seas. Both males and females have tusks, which are used to dig ice holes and help in climbing out of the water, and by males for fighting and dominance.

SHEEP & GOATS

MOUFLON



AWARENESS	5	PRESENCE	1
COORDINATION	4	RESOLVE	1
INGENUITY	1	STRENGTH	1

SKILLS

Athletics 3, Fighting 2, Subterfuge 2, Survival 3

TRAITS

Climbing (Minor)

Fast (Major) – Can run at Speed 6

Keen Senses (Minor) – Vision (+2 bonus)

Leap x2 – Can jump up to 3 metres (1 metre vertically)

Natural Weapon (Minor) – **Horn Butt:** Strength +1 damage

Size: Tiny (Minor)

STORY POINTS: 1-2

Mouflon are wild **sheep** native to Cyprus, the Caspian region and parts of Europe, and are considered to be the ancestor of all modern sheep breeds. Most males and some females grow horns which, in the males, are curved almost to a full revolution. They live mainly in mountainous regions and, like many sheep and goat species, are excellent climbers. Mouflon also have very keen eyesight.

The **European mouflon** was once thought to be a subspecies but is now considered to be a feral descendant of domestic sheep.

BIGHORN SHEEP



AWARENESS	4	PRESENCE	1
COORDINATION	4	RESOLVE	2
INGENUITY	1	STRENGTH	4

SKILLS

Athletics 3, Fighting 2, Subterfuge 2, Survival 3

TRAITS

Climbing (Minor)

Fast (Major) – Can run at Speed 8

Leap – Can jump up to 2 metres

Natural Weapon (Minor) – **Horn Butt:** Strength +2 damage

STORY POINTS: 1-3

Bighorn sheep are native to North America and are descended from sheep species which crossed the Bering Land Bridge in prehistoric times. There are three extant subspecies: the **Rocky Mountain bighorn** in the Canadian Rockies and north-west United States; the **Sierra Nevada bighorn** in the Sierra Nevada in California; and the **desert bighorn** in the deserts of the south-west United States and north-western Mexico. The Rocky Mountain bighorns are the largest, with rams sometimes exceeding 230kg (and having Strength 5), and the Sierra Nevada bighorns are the smallest, with rams only reaching 90kg.

Bighorns feature in the legends of the Apsaalooka (Crow) people.

The name **ibex** refers to several species of wild **goat** native to Europe, Asia, and north and east Africa. Both bucks and does grow scimitar-shaped horns, with those of the bucks being considerably larger.

The **Alpine ibex** (also called the **steinbock**) is found in the Alps at elevations as high as 3,300 metres. They are stocky, robust animals with the bucks growing to around 100kg. They have sharp hooves which allow them to climb steep slopes and cliffs, and even the sheer walls of dams. In the 19th Century, the Alpine ibex was hunted almost to extinction, but it has since been protected and reintroduced into many parts of its historic range.

ALPINE IBEX



AWARENESS	4	PRESENCE	1
COORDINATION	5	RESOLVE	2
INGENUITY	1	STRENGTH	4

SKILLS

Athletics 6 (AoE: Climbing), Fighting 2, Subterfuge 2, Survival 4

TRAITS

Climbing (Minor)

Fast (Major) – Can run at Speed 7

Leap x2 – Can jump up to 6 metres (2 metres vertically)

Natural Weapon (Minor) – Horn Butt: Strength +2 damage

STORY POINTS: 1-3

The **chamois** is a species of **goat-antelope** native to the mountainous regions of southern Europe from the Pyrenees to the Caucasus. It was also introduced into the South Island of New Zealand in 1907, as a gift from Emperor Franz Joseph I of Austria. In modern times, the hunting of chamois in New Zealand is encouraged in order to limit its impact on native species.

As a goat-antelope, the chamois is actually classed as a bovid. Fully grown, it reaches a height of only 70-80cm, with those in New Zealand being around 20% smaller than those in Europe, probably due to more limited food.

CHAMOIS



AWARENESS	5	PRESENCE	1
COORDINATION	4	RESOLVE	1
INGENUITY	1	STRENGTH	2

SKILLS

Athletics 5 (AoE: Climbing), Fighting 2, Subterfuge 2, Survival 3

TRAITS

Climbing (Minor)

Fast (Major) – Can run at Speed 6

Leap x2 – Can jump up to 6 metres (2 metres vertically)

Natural Weapon (Minor) – Horn Butt: Strength +1 damage

Size: Tiny (Minor)

STORY POINTS: 1-2

SLOTHS

Sloths are found in the tropical rainforests of Central and South America, and are divided into **three-toed sloths** and **two-toed sloths**, the latter having only two digits on each forelimb (though three on their hind limbs). The two groups are only distantly related and are thought to be the products of parallel evolution. There are five living species of three-toed sloths and two of two-toed sloths. The largest extant species is **Linnaeus's two-toed sloth**, which grows to lengths of up to 80cm, not including the short tail. Three-toed sloths are, in general, smaller species - though not enough to require different stats.

Sloths have a very slow metabolism and slow and deliberate movements due to their low-energy diet of leaves. This has the advantage of helping them avoid detection by predators that hunt by sight. Their slowness even allows symbiotic algae to grow in their shaggy fur, giving them a green hue that provides additional camouflage.

Sloths are arboreal creatures that spend almost all their time in the tree canopy. Their main method of movement is suspensory, using their long curved claws to hang from branches, a method which requires minimal use of muscle energy. On the ground, they are almost helpless as they cannot walk and have to drag themselves along. But they are surprisingly strong swimmers.

SLOTH



AWARENESS	3	PRESENCE	1
COORDINATION	1	RESOLVE	1
INGENUITY	1	STRENGTH	1

SKILLS

Subterfuge 3, Survival 2

TRAITS

Camouflage

Climbing (Minor)

Size: Tiny (Minor)

Slow (Major) – Sloths only moves once every other Round

Slow Reflexes

STORY POINTS: 1-2



SNAKES

There are almost four thousand species of **snakes**. They're on every continent apart from Antarctica, as far north as the Arctic Circle and as high as 4,900 metres, though they're absent from many islands, such as Ireland and New Zealand. Of these, around six hundred species are venomous, comprising **cobras**, **vipers** and closely related species. Snakes use their venom primarily to subdue or kill prey rather than for defence, but can still be dangerous to humans.

VENOMOUS SNAKE

e.g. cobra, mamba, rattlesnake, taipan



AWARENESS	4	PRESENCE	1
COORDINATION	5	RESOLVE	2
INGENUITY	1	STRENGTH	1

SKILLS

Athletics 3, Fighting 3, Subterfuge 4, Survival 4;
spitting cobras have Marksman 2 (to 3 metres)

TRAITS

Alien Senses - Heat and vibration sense; scent tasting

Climbing (Minor)

Natural Weapon (Minor) – Bite: Strength +1 damage, plus Poison if damage gets through

Poison 1-3 – Value depends on species

Quick Reflexes

Size: Tiny (Major) – Larger species have Minor

Weakness (Minor) – Cold: Has a -2 penalty to all rolls in cold conditions; becomes torpid in extreme cold

STORY POINTS: 1-3

SEA SNAKE

e.g. yellow-bellied sea snake



AWARENESS	4	PRESENCE	1
COORDINATION	4	RESOLVE	2
INGENUITY	1	STRENGTH	1

SKILLS

Athletics 3 (AoE: Swimming), Fighting 3, Subterfuge 4, Survival 4

TRAITS

Alien Senses – Vibration sense

Aquatic (Minor) – Coordination 1 out of water; breathes air

Natural Weapon (Minor) – Bite: Strength +1 damage, plus Poison if any damage gets through

Poison 3

Size: Tiny (Minor)

Weakness (Minor) – Cold: Has a -2 penalty to all rolls in cold conditions; becomes torpid in extreme cold

STORY POINTS: 1-3

Sea snakes (or **coral reef snakes**) are adapted for the sea and are unable to move or survive for long on land (apart from **sea kraits** which have the Semi-Aquatic trait instead). Most sea snakes are venomous, including some species whose venom is among the most toxic. However, they rarely inject it when biting, so there are few human fatalities. Sea snakes are found mainly in the tropical waters of the Indian Ocean and the western Pacific.

Several species of nonvenomous snakes (and some venomous ones) kill their prey by constriction. They strike at their prey and hold onto it while either coiling themselves around

it or drawing it into their coils. Unconsciousness due to lack of oxygen often occurs within seconds, and death by cardiac arrest soon after. Stories of constrictors literally crushing their victims to death are just myths.

Depending on the species' prey, some constrictors can grow to enormous size. **Boa constrictors** can reach 4 metres, while **Burmese pythons** can be 5 metres and **green anacondas** even more, with unconfirmed claims of up to 5.9 metres in length.

SMALL CONSTRICTOR

e.g. boa constrictor



AWARENESS	4	PRESENCE	2
COORDINATION	5	RESOLVE	3
INGENUITY	1	STRENGTH	4

SKILLS

Athletics 3 (AoE: Swimming), Fighting 3, Subterfuge 3, Survival 4

TRAITS

Alien Senses – Heat and vibration sense; scent tasting

Grab – A successful attack means that the constrictor has grabbed a victim with its bite and wrapped its coils around them; can only grab one victim at a time

Lurker

Natural Weapon (Minor) – Constricting Coils:

Once a victim has been grabbed, the constrictor can squeeze to automatically inflict half its Strength in damage on each subsequent Round; once the snake is constricting, only a successful contest of Strength + Athletics will enable the victim to break free (Coordination + Subterfuge is no use)

Weakness (Minor) – Cold: Has a -2 penalty to all rolls in cold conditions; becomes torpid in extreme cold

STORY POINTS: 2-4

LARGE CONSTRICTOR

e.g. Burmese python, green anaconda



AWARENESS	4	PRESENCE	2
COORDINATION	5	RESOLVE	3
INGENUITY	1	STRENGTH	7

SKILLS

Athletics 3 (AoE: Swimming), Fighting 3, Subterfuge 2, Survival 5

TRAITS

Alien Senses – Heat and vibration sense; scent tasting

Fear Factor 1

Grab – As small constrictor

Lurker

Natural Weapon (Minor) – Constricting Coils:

As small constrictor

Size: Huge (Minor) – Some species grow to Major, having Strength 8

Weakness (Minor) – Cold: Has a -2 penalty to all rolls in cold conditions; becomes torpid in extreme cold

STORY POINTS: 3-5

SPIDERS & OTHER ARTHROPODS

VENOMOUS SPIDER

e.g. black widow, funnel web, tarantula



AWARENESS	4	PRESENCE	1
COORDINATION	3	RESOLVE	1
INGENUITY	1	STRENGTH	*

*Automatically loses any contest of Strength against a larger creature

SKILLS

Athletics 3, Fighting 2, Subterfuge 5, Survival 4

TRAITS

Climbing (Major)

Natural Weapon (Minor) – Bite: 1 point of damage, plus Poison if it penetrates skin

Poison 1-3 – Value depends on species

Quick Reflexes

Size: Tiny (Major)

STORY POINTS: 0-1

Spiders don't feed on humans and usually only bite in self-defence, often due to accidental contact. Therefore spider bites are relatively rare. Even then, many spiders have fangs too small to penetrate human skin. Venoms from **widow** and **recluse spiders** contain harmful neurotoxins (the former resulting in pain and muscle rigidity, the latter in necrosis around the bite), as does that from some species found in tropical regions, such as **tarantulas**, the **Brazilian wandering spider** and the **Australian funnel web**.

SCORPION

e.g. emperor scorpion, deathstalker



AWARENESS	3	PRESENCE	1
COORDINATION	3	RESOLVE	1
INGENUITY	1	STRENGTH	*

*Automatically loses any contest of Strength against a larger creature

SKILLS

Athletics 2, Fighting 3, Subterfuge 3, Survival 5

TRAITS

Armour (1 point)

Climbing (Minor)

Grab

Environmental (Minor) – Can withstand high radiation levels & extremes of temperature

Natural Weapon (Minor) – Sting: 1 point of damage, plus Poison if it penetrates skin

Poison 1-3 – Value depends on species

Quick Reflexes

Size: Tiny (Major)

STORY POINTS: 0-1

There are over two and a half thousand described species of **scorpions**, which live across the globe, mainly in desert regions. Although they usually prey on insects, some have evolved to hunt vertebrates. Their pincers are used to restrain and kill prey, while their stingers are deployed both for offence and defence.

The **Amazonian giant centipede** is the largest species of centipede in the world, growing to around 30cm. It's found throughout northern South America and on various islands in the Caribbean. It usually lurks in the leaf litter or under rocks in forested regions.

The giant centipede eats various small animals, both vertebrates and invertebrates, using its venom to kill its prey. They're known to catch bats by dangling from cave walls and grabbing them as they fly past.

Only one human death as a result of being bitten by a giant centipede has ever been confirmed, and that was of a young child rather than an adult.

AMAZONIAN GIANT CENTIPEDE



AWARENESS	3	PRESENCE	1
COORDINATION	4	RESOLVE	1
INGENUITY	1	STRENGTH	1

SKILLS

Athletics 2, Fighting 3, Subterfuge 2, Survival 3

TRAITS

Armour (2 points)

Climbing (Minor)

Natural Weapon (Minor) – Bite: 1 point of damage, plus Poison if it penetrates skin

Poison 1

Size: Tiny (Major)

STORY POINTS: 0-1

The **giant African millipede** is similarly the largest species of millipede, growing to around 33cm in length. It prefers forested areas and is found in eastern Africa and southern Arabia.

Unlike centipedes, millipedes are not predators but detritivores. Their main defences are their hard exoskeleton and their ability to roll up into a tight coil. Giant millipedes aren't venomous, but they can secrete a liquid irritant from their pores. This can be particularly painful if it gets in the eyes or mouth. Despite this, the millipede is a popular exotic pet in some countries.

GIANT AFRICAN MILLIPEDE



AWARENESS	2	PRESENCE	1
COORDINATION	4	RESOLVE	1
INGENUITY	1	STRENGTH	1

SKILLS

Athletics 2, Fighting 1, Subterfuge 3, Survival 3

TRAITS

Armour (2 points)

Climbing (Minor)

Size: Tiny (Major)

Special – Defensive Secretion: Victim must make a Difficulty 12 Resolve + Strength roll or take 1 damage if it comes into contact with eyes or mouth; a Bad result also means temporary blindness, and a Disastrous result additionally means Stun damage

STORY POINTS: 0-1

TAPIRS

Although **tapirs** have a resemblance to pigs, they're more closely related to horses and rhinos. Tapirs are found in Central and South America, plus a single species in Southeast Asia. They primarily live in forest and jungle environments, and spend much of their time in water. Their diet consists of fruit, berries and leaves.

Although size varies between species, tapirs are generally around 2 metres long. Their proboscis is a flexible organ used to grab vegetation that would otherwise be out of reach to it. It also provides them with a heightened sense of smell.

The **Malayan tapir** is slightly larger than its South American cousins, growing up to 2.5 metres in length, and has a longer proboscis. It is easily identifiable by its colour: black head, shoulders and legs, with a large white patch covering the main part of its body to the hindquarters. However, examples of melanistic Malayan tapirs with fully black colouration have been observed in the wild.

Malayan tapirs are found in the tropical lowland rainforests of Malaysia, Thailand, Myanmar and on Sumatra in Indonesia. They have few natural predators, and even reports of killings by tigers are scarce.

SOUTH AMERICAN TAPIR



AWARENESS	3	PRESENCE	2
COORDINATION	3	RESOLVE	2
INGENUITY	1	STRENGTH	5

SKILLS

Athletics 2, Fighting 3, Subterfuge 1, Survival 4

TRAITS

Impaired Senses (Minor) – Vision (-2 penalty)

Keen Senses (Minor) – Hearing & smell (+2 bonus to both)

Natural Weapon (Minor) – **Powerful Bite:**

Strength +2 damage

Tough

STORY POINTS: 2-4

MALAYAN TAPIR



AWARENESS	3	PRESENCE	2
COORDINATION	4	RESOLVE	2
INGENUITY	1	STRENGTH	6

SKILLS

Athletics 2, Fighting 3, Subterfuge 1, Survival 4

TRAITS

Impaired Senses (Minor) – Vision (-2 penalty)

Keen Senses (Minor) – Hearing & smell (+2 bonus to both)

Natural Weapon (Minor) – **Powerful Bite:**

Strength +2 damage

Tough

STORY POINTS: 2-4

TURTLES & TORTOISES

Of all the species of turtles, the order which includes land tortoises and freshwater terrapins, the largest is the **leatherback sea turtle**, reaching up to 2.7 metres in length and weighing 500kg. The leatherback is unique among sea turtles for its softer carapace, which is comprised of oily flesh and flexible, leather-like skin instead of a bony shell. It can be found in all tropical and subtropical oceans, and as far north as the Arctic Circle. The leatherback turtle feeds primarily on jellyfish.

LEATHERBACK SEA TURTLE



AWARENESS	2	PRESENCE	1
COORDINATION	3*	RESOLVE	2
INGENUITY	1	STRENGTH	5

SKILLS

Athletics 1, Survival 3

TRAITS

Armour (2 points)

***Semi-Aquatic** – Coordination 1 out of water

Slow (Major) – On land, the turtle only moves once every other Round; does not apply in water

Slow Reflexes

Sprint (Minor) – Can swim at a surprising Speed 6 for a max of 3 Rounds

Weakness (Minor) – Cold: Has a -2 penalty to all rolls in cold conditions; becomes torpid in extreme cold

STORY POINTS: 1-2

GIANT TORTOISE



AWARENESS	2	PRESENCE	1
COORDINATION	1	RESOLVE	2
INGENUITY	1	STRENGTH	4

SKILLS

Survival 3

TRAITS

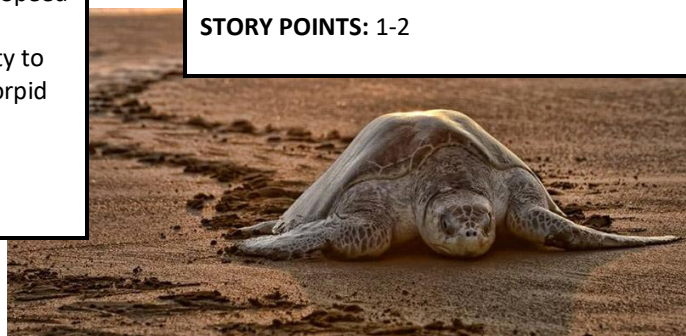
Armour (4 points)

Environmental (Minor) – Can survive for up to 6 months without food or water

Slow Reflexes

Weakness (Minor) – Cold: Has a -2 penalty to all rolls in cold conditions; becomes torpid in extreme cold

STORY POINTS: 1-2



RECENT EXTINCTIONS

Finally, here are just a handful of the many tens of thousands of species which have become extinct over the past millennium or so, which time-travellers might be interested in encountering.

The **elephant birds** of Madagascar were large flightless birds related to the **ratites**, among which *Aepyornis maximus* may have been the largest bird ever to have lived. It grew up to 3 metres tall in its normal standing position and possibly had feathered plumes or a fleshy crest on top of its head. Examination of elephant bird skulls indicates they were likely to have had poor vision but an excellent sense of smell, indicating a nocturnal lifestyle. It is thought that they were herbivorous browsers, living in dense forests on a diet of fruits and seeds.

A recent study concluded that elephant birds became extinct between the ninth and elev-

enth centuries, probably due to deforestation by humans for pastureland.

ELEPHANT BIRD



AWARENESS	3	PRESENCE	3
COORDINATION	3	RESOLVE	2
INGENUITY	1	STRENGTH	6

SKILLS
Athletics 3, Fighting 2, Subterfuge 1, Survival 2

TRAITS
Impaired Senses (Minor) – Vision (-2 penalty)
Keen Senses (Minor) – Smell (+2 bonus)
Size: Huge (Minor)

STORY POINTS: 1-3

MOA



AWARENESS	3	PRESENCE	3
COORDINATION	4	RESOLVE	2
INGENUITY	1	STRENGTH	5

SKILLS: Athletics 3, Fighting 2, Survival 2

TRAITS
Fast (Major) – Can run at Speed 10
Size: Huge (Minor)

STORY POINTS: 1-3

The **moa** of New Zealand were a similar group of flightless birds, with the tallest reaching over 3 metres. But this measurement is with the bird's neck stretched upright, whereas it's now believed they probably carried their heads forward. Maori traditions record that moa were fast runners and defended themselves with powerful kicks. They had a plant-based diet, predominantly leaves and twigs.

Before the arrival of humans in New Zealand, the moa's only predator was the Haast's eagle. Maori settlers arrived sometime prior to 1300, and the moa is believed to have been hunted to extinction by 1445.

Haast's eagle had a weight of up to 18kg, double that of the largest living eagle, the harpy eagle, and a wingspan of up to 2.6 metres, relatively short for its size. Its talons indicate that it hunted rather than scavenged, though its beak was more like a vulture's.

HAAST'S EAGLE



AWARENESS	5	PRESENCE	3
COORDINATION	3	RESOLVE	2
INGENUITY	1	STRENGTH	2

SKILLS

Athletics 3, Fighting 4, Subterfuge 1, Survival 3

TRAITS

Alien Senses – Binocular/telescopic vision

Flight (Major)

Keen Senses (Minor) – Vision (+2 bonus)

Natural Weapon (Minor) – Talons & Beak:
Strength +2 damage

STORY POINTS: 2-4

SKILLS

TRAITS

Size: Tiny (Minor)

Now a byword for extinction, the **dodo** was a flightless **pigeon** found on Mauritius. As pigeons go, they were very large birds, reaching up to 75cm in height.

Not much is known of the behaviour of dodos, except that having evolved on an island with no significant predators, they had no fear of humans. Analyses of their leg bones indicate that they were fast and nimble runners in the dense undergrowth of pre-human Mauritius.

Mauritius was uninhabited until 1507, when Portuguese sailors established a base there, and the dodos' lack of fear made them easy prey. But it is now thought that deforestation and the introduction of other animals such as dogs, pigs and macaques contributed more to the decline in their numbers than human predation. The last widely accepted sighting of dodos was in 1662, but there was a later claim in a hunting record written in 1688.

AUROCHS



AWARENESS	4	PRESENCE	4
COORDINATION	3	RESOLVE	3
INGENUITY	1	STRENGTH	10

SKILLS

Athletics 2, Fighting 2, Survival 3

TRAITS

Charge

Fast (Minor) – Can run at Speed 6

Natural Weapon (Minor) – **Horns:** Strength +2 damage

Size: Huge (Minor)

Tough

Trample

STORY POINTS: 2-4

The **aurochs** is believed to be the ancestor of modern **cattle** and inhabited Europe, North Africa and much of Asia from the Middle Pleistocene age, perhaps surviving in pockets of central Europe until the eighteenth century. The size of aurochs varied both geographically and over time, with earlier examples reaching 1,500kg and later ones only 700kg. The aurochs' horns were massive, having a length of up to 80cm in length and 20cm in diameter. Some modern cattle breeds, such as the Spanish fighting bull, retain their distinctive shape. The last known aurochs cow died in 1627 in Poland, but there is archaeological evidence that some survived in Bulgaria, possibly until the eighteenth century.

Steller's sea cow was only described in 1741, when it was found around the Commander Islands of the Bering Sea, but it may well have been known to the pre-Columbian indigenous peoples of the North Pacific. Within twenty-seven years of its discovery by Europeans, the sea cow was hunted to extinction for its meat, fat and hide. Since then, there have been a handful of unconfirmed sightings.

Steller's sea cow was a large species in the **dugong** family, estimated to have reached lengths of 9 metres and weights of 11 tonnes. Unsurprisingly, it had a thicker layer of blubber than its closest living dugong relative, up to 10cm in addition to its 2.5cm of thick skin. Steller's sea cow was so buoyant that it could not submerge completely and was very slow moving. It grazed on kelp.

STELLER'S SEA COW



AWARENESS	3	PRESENCE	2
COORDINATION	2	RESOLVE	2
INGENUITY	1	STRENGTH	10

SKILLS: Survival 2

TRAITS

Aquatic (Major) – Coordination 0 out of water; breathes air

Armour (5 points)

Impaired Senses – Vision (-2 penalty)

Keen Senses – Hearing (+2 bonus)

Size: Huge (Major)

Slow (Major) – Swims at Speed 1

STORY POINTS: 1-2

Although long thought to be a separate species, the **quagga** is now classified as a sub-species of the **plains zebra**. It could be distinguished from other zebras because only the head and front part of the body had the trademark zebra stripes, the rear being brown.

Quaggas were endemic to South Africa, but following colonisation by European settlers, they were hunted as they competed with domesticated livestock for forage. The last known wild quagga died in 1878, while the last captive specimen died in the Natura Artis Magistra zoo in Amsterdam in 1883, though the extinction of the species wasn't recognised until 1900.

A project is attempting to recreate the quagga with a breeding program using plains zebras, but this will result in a superficial resemblance only and not a genetic reconstruction.

QUAGGA



AWARENESS	4	PRESENCE	2
COORDINATION	4	RESOLVE	2
INGENUITY	1	STRENGTH	5

SKILLS
Athletics 3, Fighting 2, Survival 4

TRAITS
Fast (Major) – Can gallop at Speed 8

STORY POINTS: 1-3

THYLACINE (TASMANIAN TIGER)



AWARENESS	4	PRESENCE	2
COORDINATION	3	RESOLVE	2
INGENUITY	1	STRENGTH	2

SKILLS
Athletics 3, Fighting 3, Subterfuge 4, Survival 3

TRAITS
Alien Senses – Tracking scent
Camouflage
Keen Senses (Minor) - Smell
Natural Weapon (Minor) – Bite: Strength +2 damage

STORY POINTS: 2-4

Until around three and a half thousand years ago, the **thylacine** lived in mainland Australia, Tasmania and New Guinea. But it disappeared from all but Tasmania after the introduction of the dingo. Thylacines were a carnivorous **marsupial** that superficially resembled dogs or foxes, but with distinctive stripes on their back and hind quarters. They were able to open their jaws to 80°, but analysis has suggested that their bite strength wasn't unusually strong. In fact, it's believed that thylacines only preyed on small bird and animals, and that they weren't adapted for fast running. Even so, they were exterminated by European settlers in Tasmania to protect livestock, with the last wild thylacine killed in the 1930s. Numerous claims of sightings since remain unproven.

Barbary lions lived in the mountains and deserts of North Africa from Morocco to Egypt, until they were wiped out due to bounties being issued for shooting them. Small groups survived in Algeria and Morocco until the mid-1960s. Barbary lions were larger than other African and Asian lions and could also be distinguished from them by their longer manes. Modern analysis suggests that they may have been the same subspecies as West African lions but with local adaptations.

BARBARY LION



AWARENESS	5	PRESENCE	5
COORDINATION	5	RESOLVE	4
INGENUITY	1	STRENGTH	7

SKILLS

Athletics 4, Fighting 4, Subterfuge 4, Survival 4

TRAITS

Fast (Minor) – Can run at Speed 7

Grab – If an initial attack is successful, the cat has a +2 bonus on subsequent attacks

Keen Senses (Major) – Gains +2 bonus

Leap x2 – Can jump up to 10 metres

Lurker

Natural Weapon (Minor) – **Claws:** Strength +2 damage

Savage Roar

Sprint (Minor) – Can sprint at Speed 14 for a maximum of 5 Rounds

STORY POINTS: 3-5

BAIJI (CHINESE RIVER DOLPHIN)



AWARENESS	4	PRESENCE	2
COORDINATION	5	RESOLVE	2
INGENUITY	1	STRENGTH	5

SKILLS

Athletics 4, Fighting 2, Subterfuge 3, Survival 3

TRAITS

Alien Senses - Echolocation

Aquatic (Major) – Coordination 0 out of water; breathes air

Fast (Major) – Can swim at Speed 10

Impaired Senses (Minor) – Vision (-2 penalty)

Tough

STORY POINTS: 1-3

The **baiji** was native to the Yangtze River system in China but is widely believed to be extinct after a six-week survey in 2006 failed to spot any specimens and there have been no confirmed sightings since. It was a **freshwater dolphin** that grew to around 2.5 metres. The baiji was pale blue-grey with a narrow, pointed beak and smaller eyes (and poorer vision) than oceanic dolphins. It could reach speeds of up to 60km/h to escape from danger.

The causes of the baiji's extinction include hunting, particularly during China's reforms of the 1950s and '60s, and more recently fishing activity, pollution, habitat loss and collisions with boats and ships.

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Raptor	19-21, 103	Sperm Whale	37	Whale Shark	59
Rat	88	Spider	98	White Rhinoceros	86
Ratite	61-62, 102	Spider Monkey	81	Widow Spider	98
Rattlesnake	96	Spitting Cobra	96	Wild Bactrian Camel	25
Ray	59-60	Spotted Hyena	65	Wild Boar	79
Recluse Spider	98	Springbok	11	Wild Dog	29
Red-Bellied Piranha	54	Square-Lipped Rhinoceros	86	Wild Pig	79
Red Deer	43-44	Squid	32-33	Wild Yak	23
Red Fox	31	Sri Lankan Elephant	46	Wildebeest	11-12
Red Kangaroo	71	St Bernard	29	Wolf	30
Red Pepper Wasp	13	Steinbock	94	Wolfhound	29
Reindeer	43	Steller's Sea Cow	104	Wolverine	76
Rhea	61	Steller's Sea Lion	92	Wombat	72
Rhinoceros	86-87	Stingray	59	Wood Bison	24
Ring-Tailed Lemur	81	Striped Hyena	65		
Rockhopper Penguin	78	Suidae	79-80	Yak	23
Rocky Mountain Bighorn Sheep	93	Sumatran Elephant	46	Yangtze River Dolphin	106
Rodent	88-89	Sumatran Rhinoceros	87	Yellow-Bellied Sea Snake	96
Roe Deer	43	Sumatran Tiger	50		
Royal Antelope	11	Sun Bear	18	Zebra	49, 105
		Swordfish	56	Zebu	22
Sailfish	56				
Saltwater Crocodile	38-39	Taipan	96		